SEGA™

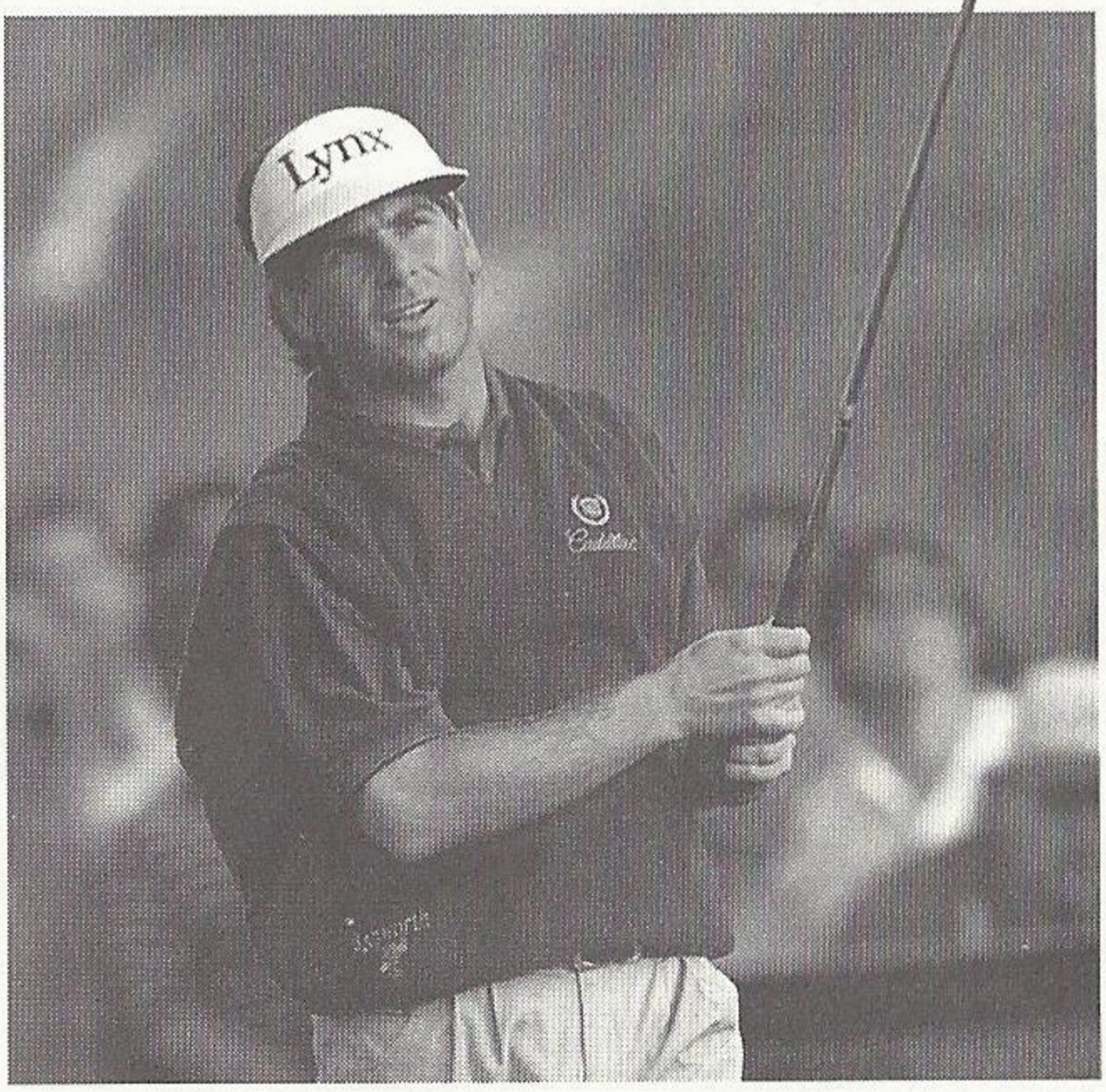
32X™

GENESIS

INSTRUCTION MANUAL

SEGA™

SEGA SPORTS™



GOLF MAGAZINE® PRESENTS

36 GREAT HOLES

STARRING FRED COUPLES

OFFICIAL SEGA SEAL OF QUALITY

KIDS TO ADULTS

AGES 6+

WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TVS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA 32X CARTRIDGE

- ❑ The Sega Genesis 32X cartridge is intended for use exclusively on the Sega Genesis 32X System.
- ❑ Do not bend it, crush it or submerge it in liquids.
- ❑ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ❑ Be sure to take an occasional break during extended play, to rest yourself and the Sega 32X cartridge.

SEGA GAMEPLAY HOTLINE

1-415-591-PLAY

For French instructions, please call:
Instructions en français, téléphoner au:
1-800-872-7342

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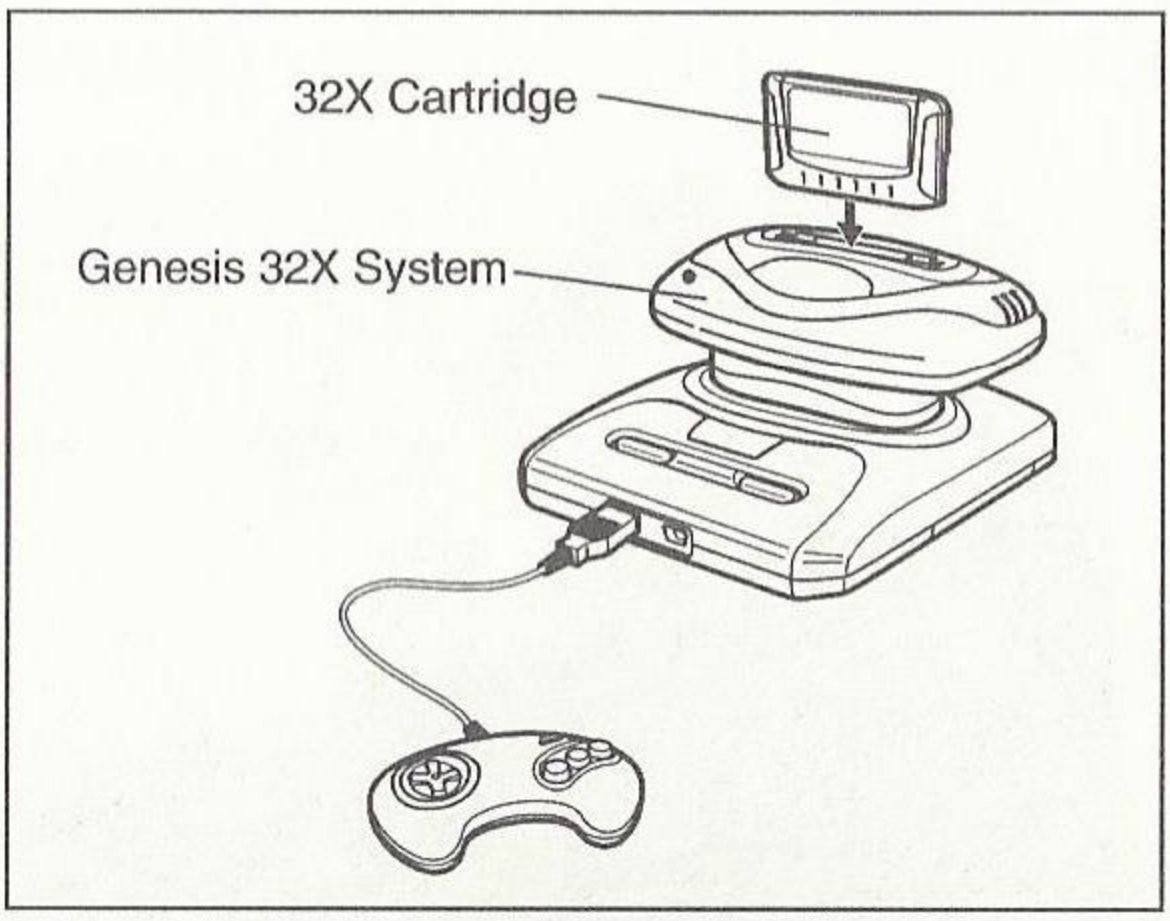
Starting Up



1. Set up the Genesis and 32X systems and plug in Control Pad 1. For two player games, plug in Control Pad 2 also.

2. Make sure the power switch is OFF before you insert *Golf Magazine's 36 Great Holes* into the 32X console. Press the cartridge down **firmly**.

3. Turn the power switch ON and wait for a moment for the Sega introduction screen.

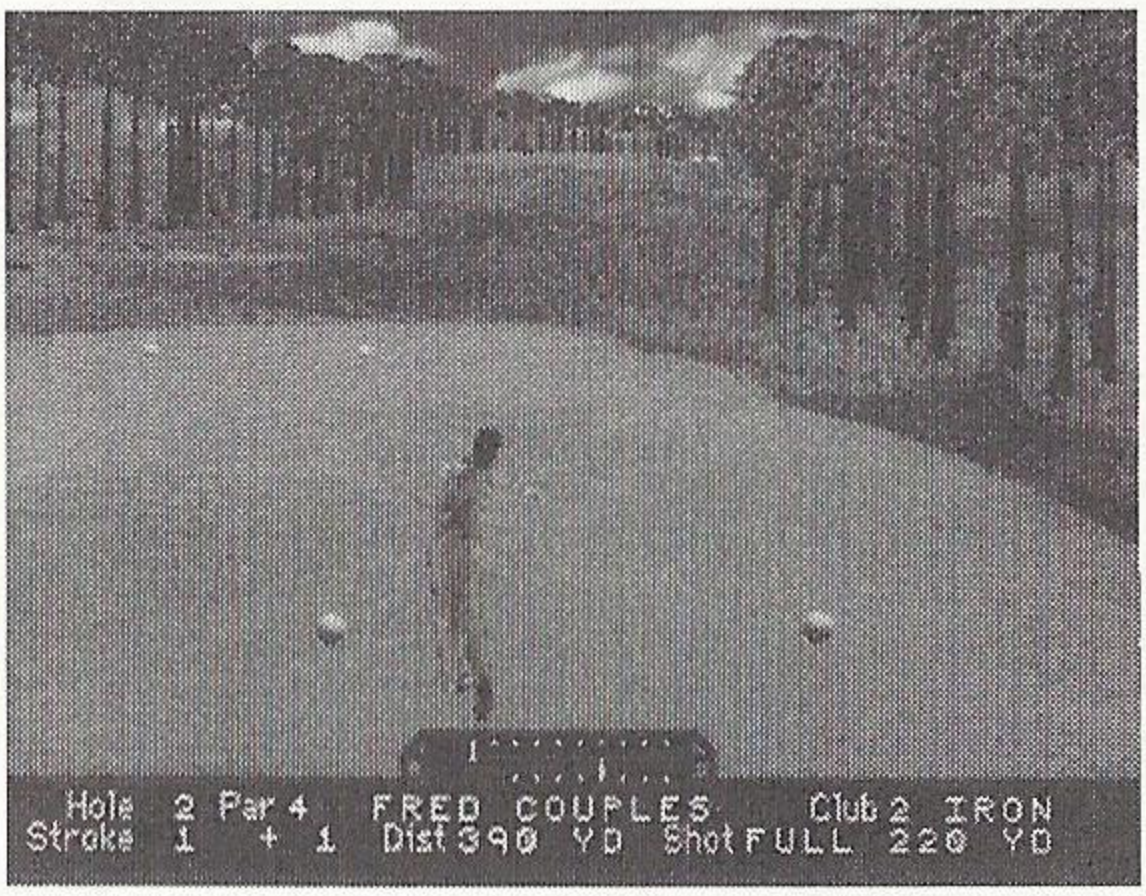
4. Press **Start** when the Title screen appears.

IMPORTANT: If you don't see the Sega screen, turn the power switch OFF. Make sure the Genesis and 32X systems are set up correctly and the cartridge is firmly inserted into the console. If the system is connected to a TV, make sure it's turned to the correct channel (3 or 4). Then turn the power switch ON again.

If your Genesis is connected to a Sega CD unit, make sure the Sega CD power supply is plugged into the wall. If your Genesis is not connected to a Sega CD unit, make sure a terminator is placed on your Genesis.

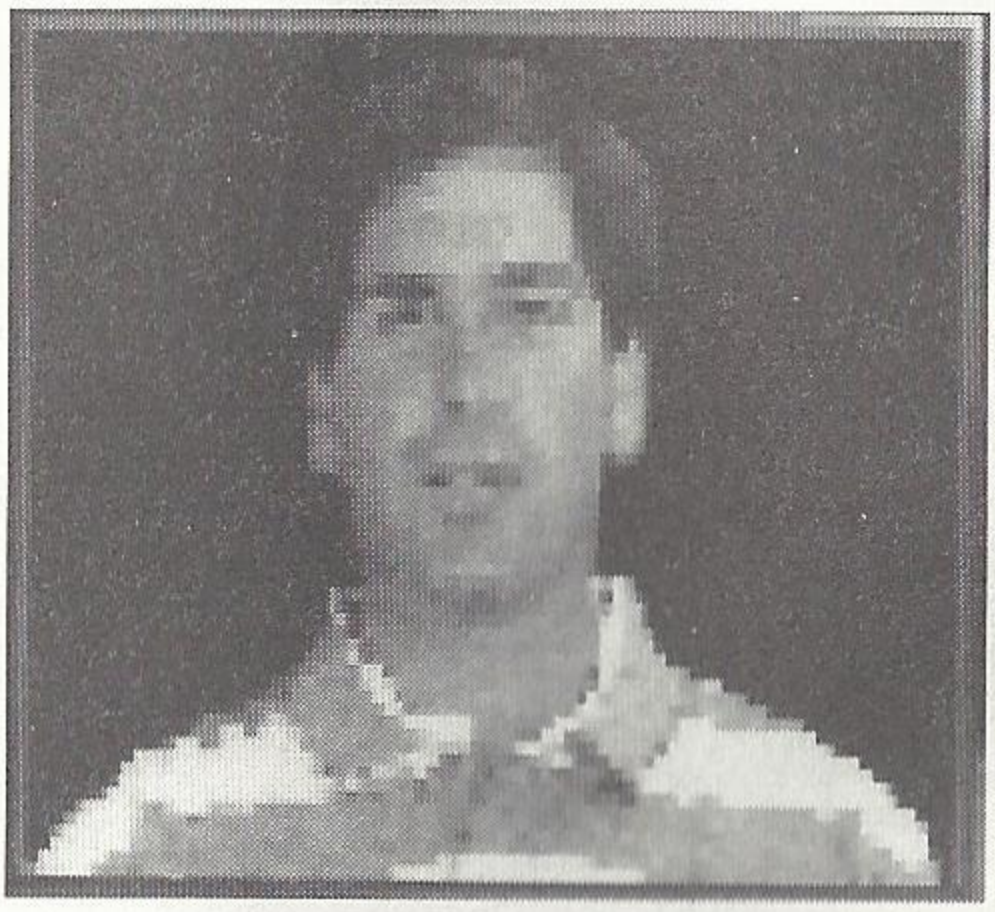
Always make sure the power is OFF before inserting or removing a Genesis 32X game cartridge.

GOLF MAGAZINE® Presents
36 Great Holes Starring Fred Couples



Get set to pit yourself against 36 of the most breathtaking and challenging golf holes ever built. *GOLF MAGAZINE*, in association with Sega Sports and Fred Couples, has selected two courses worth of premiere golf holes from America's finest championship caliber courses. Our crack team of software engineers have taken great pains to recreate these holes in stunning digital detail. You'll travel all over the country, to Florida, California, New York, Idaho and other states to play for yourself dramatic holes that have been the scene of triumph and disappointment for professionals and amateurs alike. Fred Couples will keep you company as you go with a shot-by-shot commentary on your play. You'll probably never get the chance to play all these holes in the flesh, but all we've left out is the smell of the grass and the wind in your hair. So lace up your spikes while you locate that space of inner calm you'll need to crush those 300-yard drives and sink those long, big-money putts. Win or lose, you can rest assured that you've played the greatest golf holes ever to appear in interactive video.

About Fred Couples



Fred "Boom Boom" Couples. His name says it all. World class talent coupled with an easy going personality make him a crowd favorite at any tournament. Fred Couples grew up in Seattle, Washington and this is where his golf career would begin. As a youngster, Fred would often follow his older brother over to the local public course and hit the little white ball around. Like so many of us, he got hooked on the game. Soon a star was born, as Fred became one of the top junior golfers in the state of Washington.

Upon graduation from high-school, Fred received a scholarship to the University of Houston, where he starred in 1978 and 1979 and earned All-American honors. Fred went on to win several Amateur titles and was low amateur in the 1978 U.S. Open Championship. In 1980, Fred decided to turn professional. He qualified for the PGA Tour in the Fall, and in 1981 Fred was the Tour's leading rookie money winner. With his amazingly long drives and mastery of all types of golf shots, "Boom Boom" quickly attracted a huge following of fans.

Since turning professional, Fred has won numerous Championships. His accomplishments include: 1991 and 1992 PGA Tour Player of the Year (voted on by Tour players themselves in recognition of the Tour player who had the greatest season), 1991 and 1992 Vardon trophy winner (awarded to the PGA Tour player with the lowest scoring average for the entire season), Member of the 1989, 1991 and 1993 U.S. Ryder Cup teams and 1992 Master's Champion, which is one of the ultimate career goals of any professional golfer.

He continued his run of success in 1994 with a win at the Buick Open Championship and in qualifying for the U.S. Team in the first ever President's Cup competition. Fred Couples resides just outside of Dallas, Texas and still frequents Seattle, where his family lives.

Summary of Basic Controls

The tables below outlines only the basic controls of the game. For a complete description of all the controls, options and features, please consult the manual.

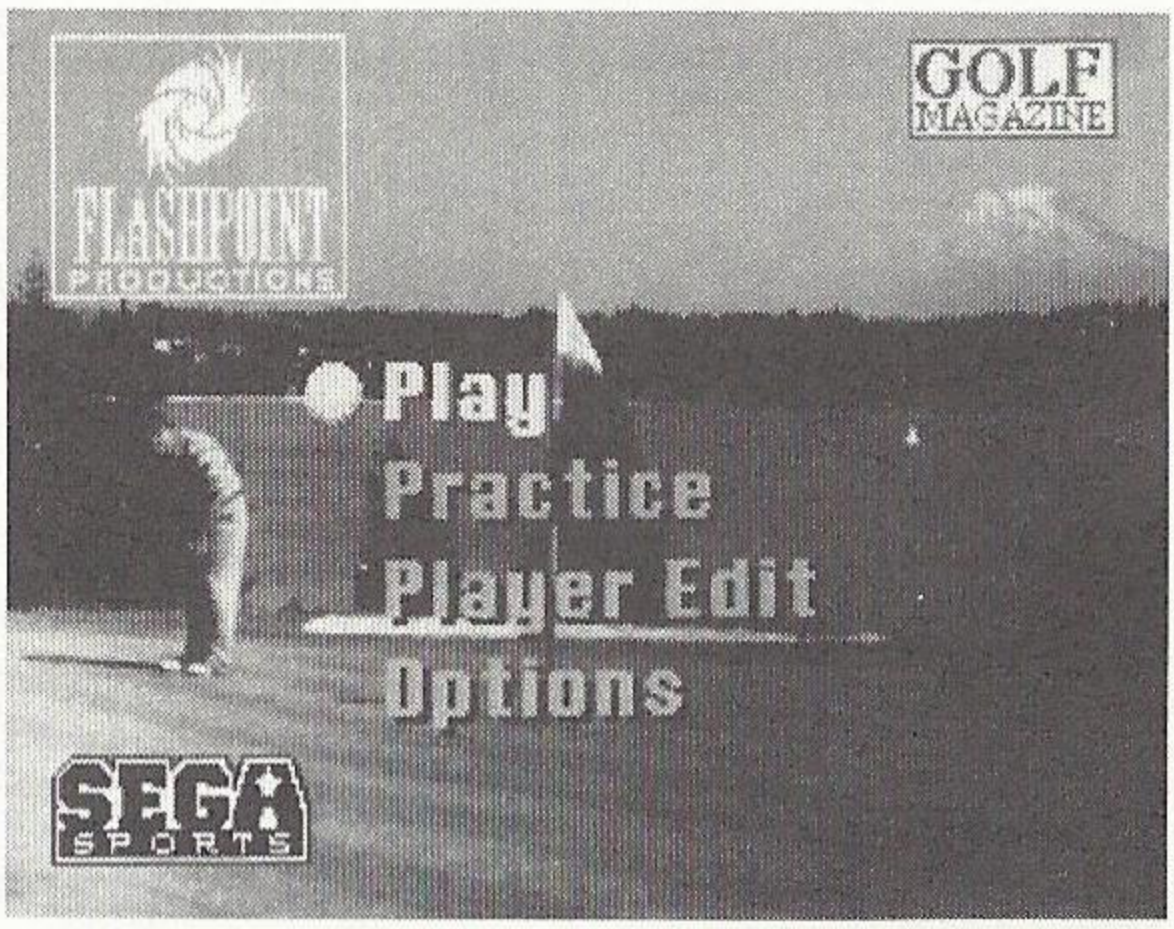
MENUS

D-Pad	A Button	B Button	C Button
Hightlight Option	Select Controller on Roster Screen	Return to Previous Screen	Select Option

ON THE COURSE

D-Pad	A Button	B Button	C Button x3
Adjust Aim/ Change Club	Access Draw-Fade and Stance Meters	Change Shot Type	Backswing/ Set Power/ Hit Ball

Set-Up Menus



Before you begin play, you'll need to set up the game on the Main menu. The controls used to select items and move through the Main menu apply to all the menus found in the game.

- To highlight a menu item, D-Pad **up/down**.

- To select the highlighted item, press **C**.

After you select an item, a new screen appears.

- To return to the previous screen, press **B**.

Play

The Play option takes you to the Game Format screen, where you select the type of game you wish to play.

GAME FORMATS

GOLF MAGAZINE'S 36 Great Holes offers six different game formats, each of which poses its own special challenges.

Stroke Play

The object in Stroke Play is to complete each hole in the fewest strokes. The score is expressed relative to par, either above par (+), below par (-) or even par (E). Stroke Play is the most commonly used game format out on the links.

Tournament

Tournament golf is Stroke Play for golfers who wish to compete against an entire field. Along with the golfers you select to compete against on the screen, your score will be ranked against computer generated golfers whose scores are updated on the Leaderboard after every hole.

In Tournament play, all golfers use the black tees.

Skins

In Skins play, each hole is assigned a monetary value called a "skin." In order to win a skin, one player must shoot the lowest score on that hole. If two or more players tie for the lowest score, that hole is "halved" and the skin is carried over to the next hole. Skins are worth progressively more money as the round continues. The player who wins the most money, not necessarily the most skins, is declared the winner. You must select one of the 18-hole course options before you begin a Skins game.

In Skins play, all golfers use the black tees.

Shoot-Out

A Shoot-Out is a contest between two or more players in which the player with the highest score is eliminated after each hole. If two or more players tie for the highest score (or if all the players shoot the same score) they begin a "chip off." In a chip off, all the players liable to be eliminated chip from the same spot, and the player whose ball stops farthest from the hole is eliminated. The Shoot-Out ends when

only one player remains—the winner. When customizing a Shoot-Out, you must select at least as many holes as there are players.

Scramble

A Scramble is a form of team competition in which only the "best ball" of each team is played. After each shot, all the players on each team take their next shots from the spot where their team's best ball lies. When you hit the ball into a hazard, you are always required to rehit the ball. Only one score per hole is recorded for each team, and the winning team is the team with the lowest score at the end of the round. You must select one of the 18-hole course options before you begin a Scramble.

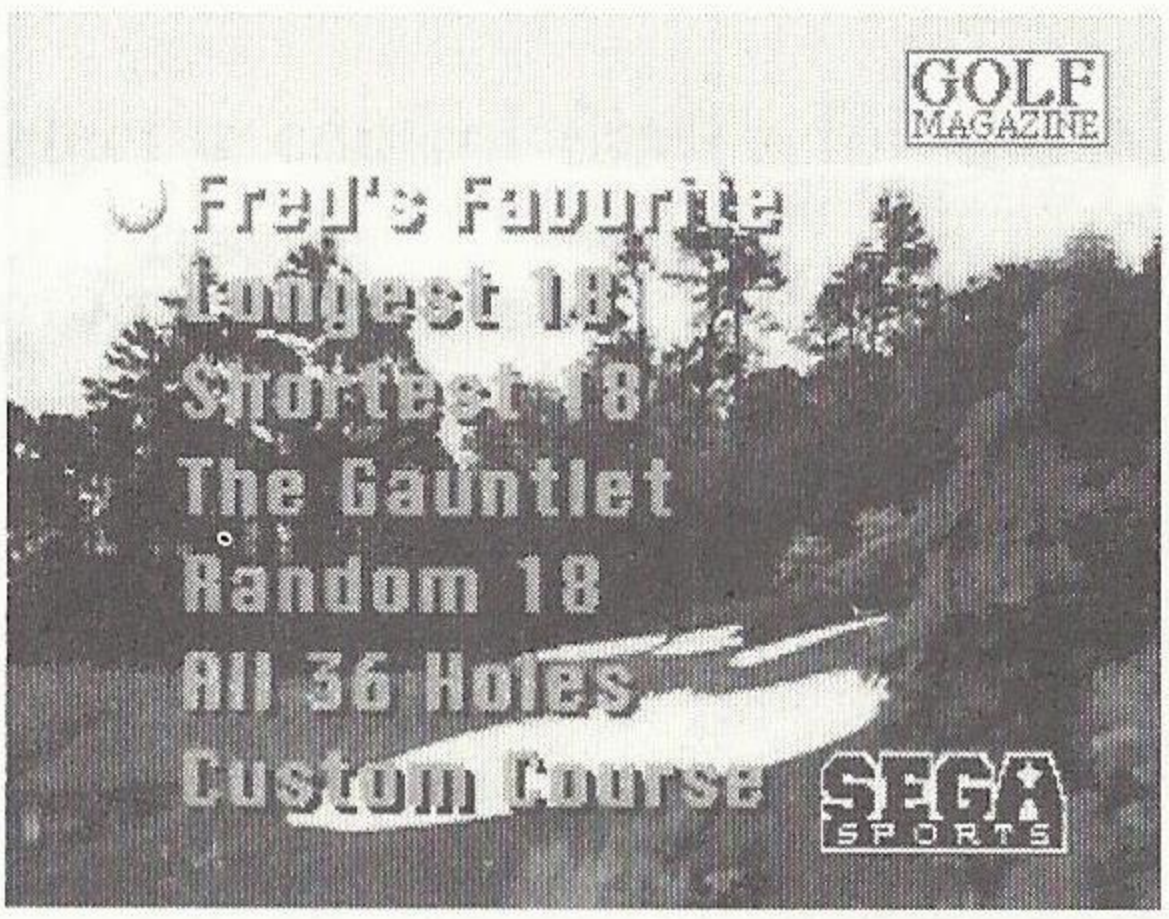
Match Play

Match play pits two players head-to-head in a match to see who can win the most holes. When the players tie on a hole, no hole is awarded and they move onto the next one. Unlike Skins, halved holes do not accumulate, as there is no money involved. You must select one of the 18-hole course options before you begin Match Play.

Load Game

You'll need to use the Load Game option to restore a saved game. For instructions on saving a game, see page 47.

COURSE SELECTION



Fred's favorite

These 18 are Fred Couples' personal favorites.

Longest 18

These 18 are the longest of the 36.

Shortest 18

These 18 are the shortest of the 36

The Gauntlet

These 18 were selected by the Sega Sports Team as a grueling test of a golfer's power, nerves, and accuracy.

Random 18

This selection instructs the 32X to select 18 holes at random.

All 36 holes

The selection sets you up to play all 36 holes.

Custom course

This option allows you to select any number of the 36 holes in any order.

ROSTER SELECTION

After you select a game format, the program asks you to select a roster. Some game formats require specific numbers of players, and the Roster Selection screen indicates where a roster selection is required.

NOTE: If more than one player selects the same golfer, the stats and the scores are kept only for the last player to select that golfer.

- To move the highlight box, D-Pad **up/down**.

- To cycle through the available golfers in the highlight box, D-Pad **left/right**.

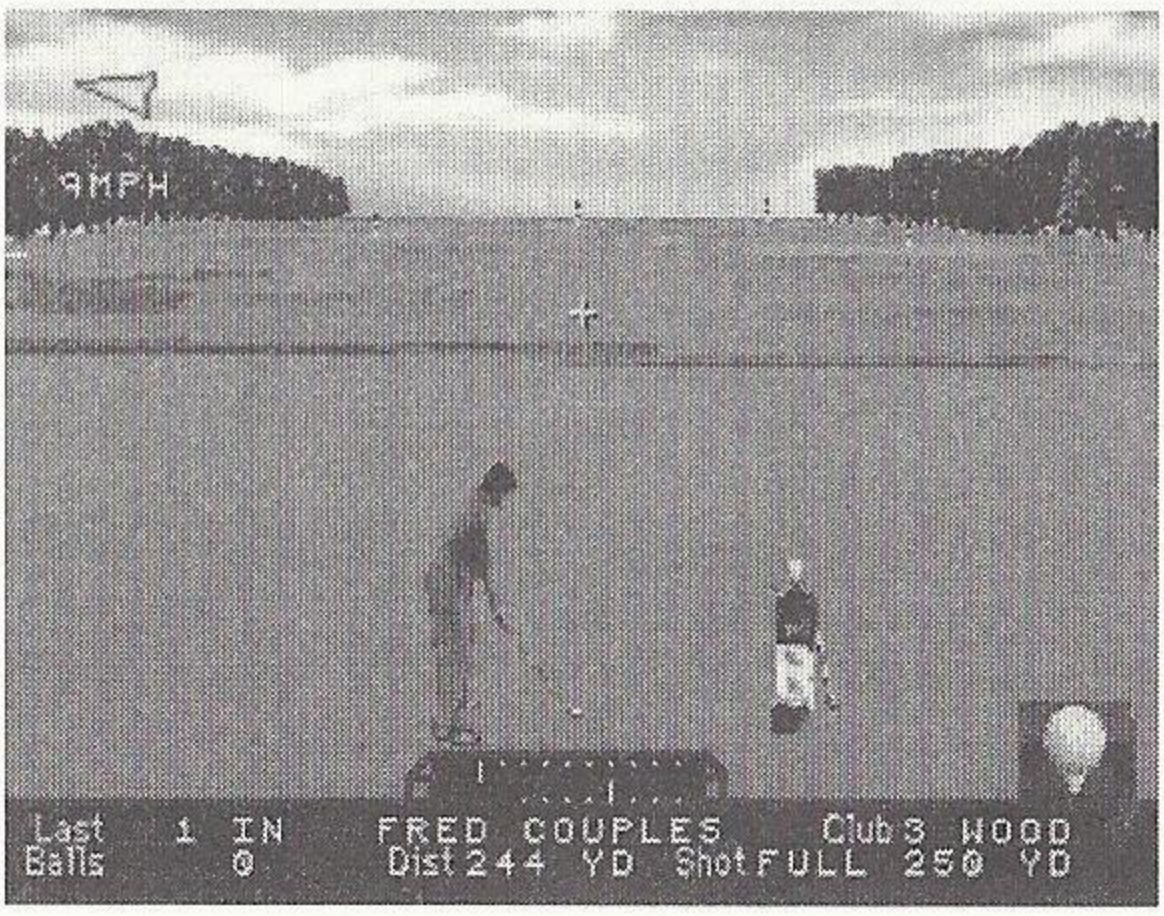
- To select a control device for the highlighted player, press **A**.

Pads 1-8 specify Controllers 1-8 on the Genesis 32X. (You need an adapter to add Controllers 3-8.) Choose 32X if you want the computer to control the selected golfer.

Practice

The Practice options allow you to go to the Driving Range, the Putting & Chipping area, or to any one of the 36 holes. The shots taken in Practice mode are not reflected in the stats, and no scores are recorded.

DRIVING RANGE

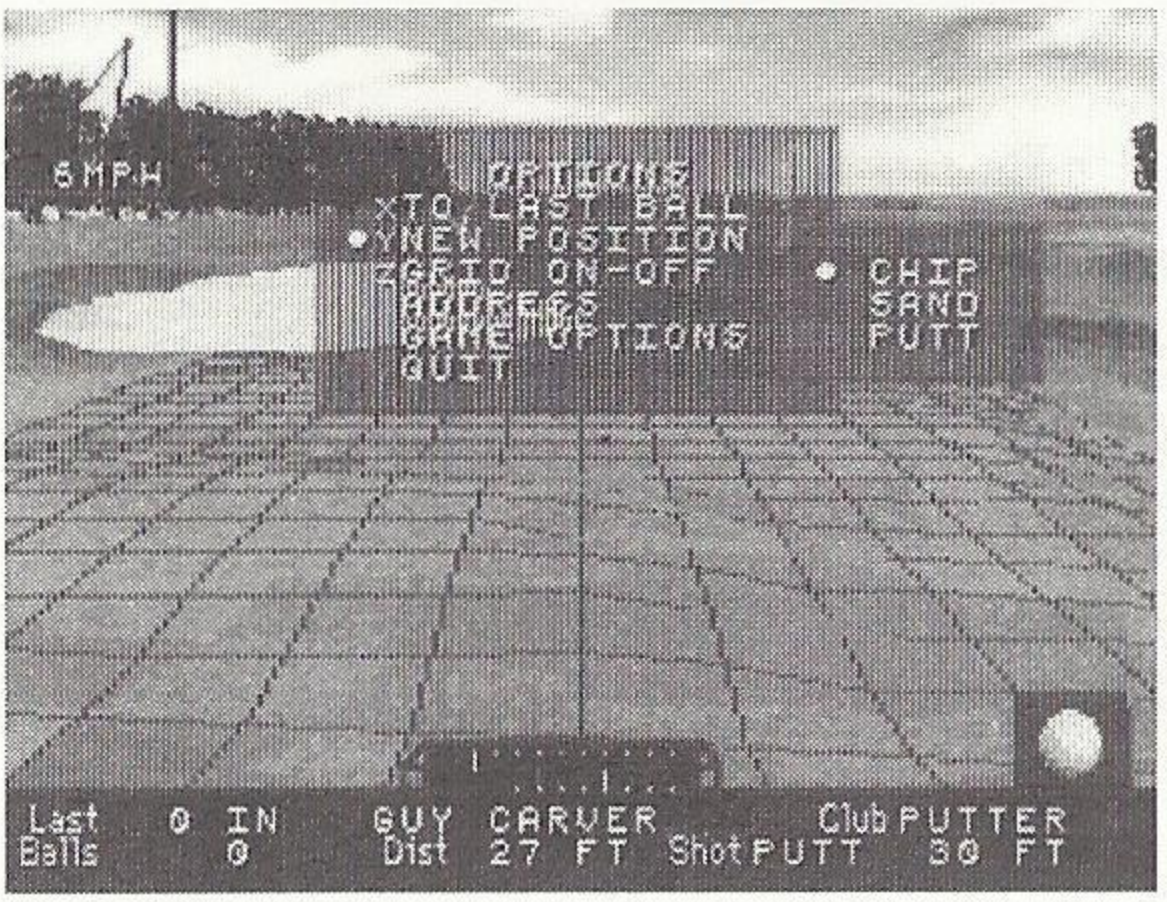


The driving range offers all the controls present on the main golfing screen. Consult the lower left

hand corner of the golfing screen to see the distance of your last shot and the number of balls you've used so far.

For a compete description of the golfing controls, turn to page 31.

PUTTING & CHIPPING



The Putting & Chipping area works in the same way as the Driving Range, except here you have the chance to put the ball in the hole.

Change Ball Position

The default shot is the Chip shot, but if you wish to move the ball to a position where you can practice your putting and sand shots, press **Start** to bring up the Options menu.

- To change the position of the ball, highlight New Position and press **C**.

The ball position selection box appears.

- D-Pad **down** to the desired ball position and press **C**.

To Last Ball

- To hit from the position where the last ball landed, highlight To Last Ball and press **C**.

PRACTICE A HOLE

Select Practice a Hole to go to the Hole Selection screen.

- To select a hole, highlight the hole and press **C**.

Player Edit

GOLF MAGAZNE'S 36 Great Holes allows you to create and edit up to 24 of your own players.

CREATE/EDIT PLAYER

Cycle through the available players and select one to edit. New Players and changes made to existing players are saved in the cartridge battery.

PLAYER ATTRIBUTES

The Player Attributes menu allows you to customize the selected golfer.

- To return to the Edit screen, press **B**.

Image, Shirt, Pants

Use the first three selection boxes on the top line to customize the appearance of your golfer.

- To toggle through the available choices, highlight the desired box and press **C** or **A**.

The golfer on the lower left hand corner of the screen changes to reflect the choices in the selection boxes.

Club Selection

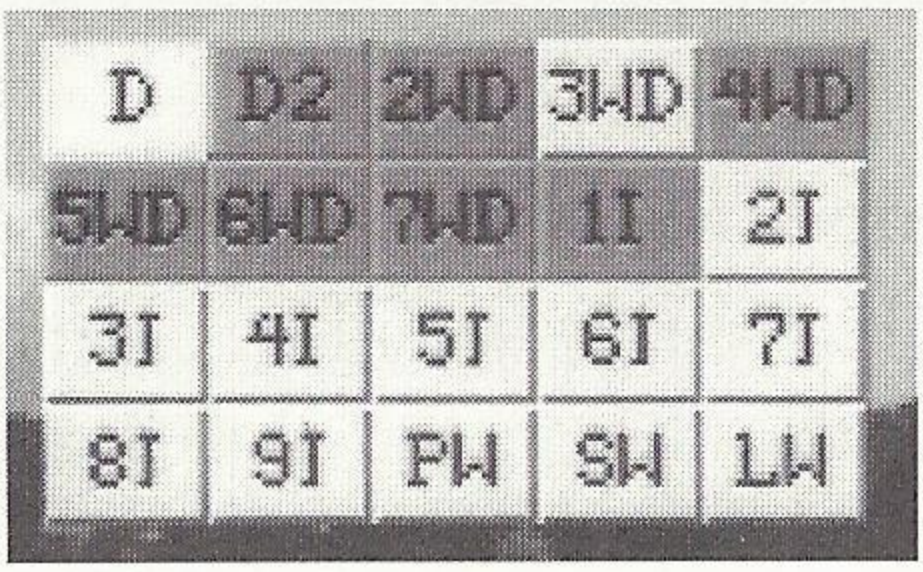
The Club Selection screen allows you to choose your individual clubs, the type of club head, and the type of club shaft.

- Highlight the desired box and press C.

Golf Bag

There are twenty clubs available, not including the putter, which is always part of the set. **Clubs that are not in your bag are grayed out.**

You must select exactly thirteen clubs. If you try to select more than thirteen clubs or leave the screen with less than thirteen clubs, the program will inform you that you have selected too many or too few clubs.



- To select/de-select a club, use the D-Pad to move the red highlight over the desired club and then press C.

D=Driver, WD=Fairway Wood, I=Iron, PW=Pitching Wedge, SW=Sand Wedge, LW=Lob Wedge.

The numbers on the clubs indicate the angle of the club face. The club faces on the higher numbered clubs have a sharper angle that creates more loft, while the club faces on the lower numbered clubs have a slighter angle that creates less loft and more distance. Also, the higher numbered clubs impart more backspin to the ball, which allows for accurate placement on greens.

Club Head

The Club Head box allows you to choose between Wood, Metal, and Graphite club heads.

Wood clubs offer minimum power and maximum accuracy.

Metal clubs offer more power than wood, but less accuracy.

Graphite clubs offer maximum power and minimum accuracy.

Club Shaft

The Club Shaft box allows you to choose between Steel, Titanium, and Graphite club shafts.

Steel shafts offer minimum power and maximum accuracy.

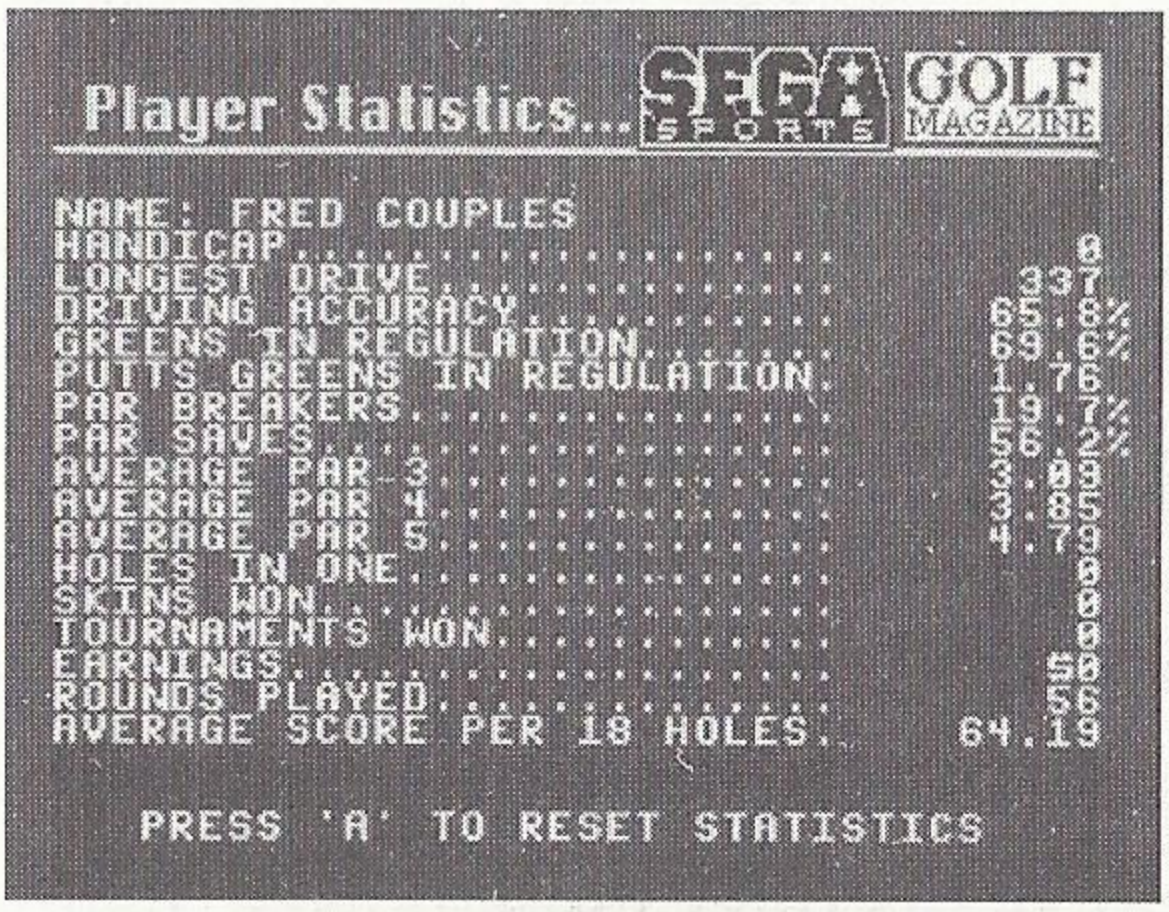
Titanium shafts offer more power than metal, but less accuracy.

Graphite shafts offer maximum power and minimum accuracy.

Stats

The program keeps all the important stats for every hole played in the Stroke Play and Tournament formats. Note that in Stroke Play the stats are compiled after the player(s) completes all 18 holes, and in Tournament play the stats are compiled after all 36 holes are completed. Fred Couples' stats cannot be changed or reset.

NOTE: If more than one player selects the same golfer, the stats and the scores are kept only for the last player to select that golfer.



- To reset stats, press **A**.

Handicap—Your handicap reflects your overall performance against par on a round of 18 holes. So, if you usually score ten over par on a round of 18 holes, your handicap is 10.

Longest Drive—Your longest shot from the tee in yards.

Driving Accuracy—Your driving accuracy reflects the percentage of times you make the fairway or the green from the tee.

Greens in Regulation—Ideally, golfers should make the green within two strokes of par—in one stroke on par-3s, two strokes on par-4s, and three strokes on par-5s. That's regulation. This stat indicates the percentage of times you make the green in regulation.

Putts Greens in Regulation—This stat indicates the average number of putts you take to sink the ball when you've made the green in regulation. Once you're on the green, two putts is considered regulation.

Par Breakers—This stat indicates the percentage of times you finished a hole below par. One stroke below par is commonly called a "birdie." Two strokes below par is called an "eagle." Three stokes below par (an extreme rarity) is called a "double eagle" or "albatross." Birdies, eagles and albatrosses all count equally as par breakers.

Par Saves—This stat indicates the percentage of times you make par when you do not make the green in regulation. So, if you have 50% par saves, that means that when you didn't make the green in regulation, half the time you made par and half the time you didn't.

Average Par 3—Your average score on par-3s.

Average Par 4—Your average score on par-4s.

Average Par 5—Your average score on par-5s.

Holes in One—Total number of holes in one.

Skins Won—Total number of skins won.

Tournaments Won—Total number of tournaments won.

Earnings—Total amount of money won.

Rounds Played—Total number of rounds played.

Average Score Per 18 Holes—Your average score per round of 18 holes.

Name

To change the name of the selected golfer, choose the name selection box. A cursor appears at the bottom of the screen, beginning at the first character.

- To cycle through the alphabet, D-Pad **up/down**.
- To select a letter and move to the next character, D-Pad **left/right**.
- To clear the name, press **A**.
- To delete a select letter, press **B**.
- To enter the name, press **C**.

Tees

There are four different tees markers for each hole: Red, White, Blue, and Black. The Red, White and Blue tees are available for all game formats except Tournament and Skins. In Tournament play and Skins all golfers tee off from the black tees. The tees are ranked below in order of their distance from the green, beginning with the closest tees.

Red: Ladies
White: Amateur
Blue: Pro
Black: Tournament and Skins only

- To toggle through the tees, press C.

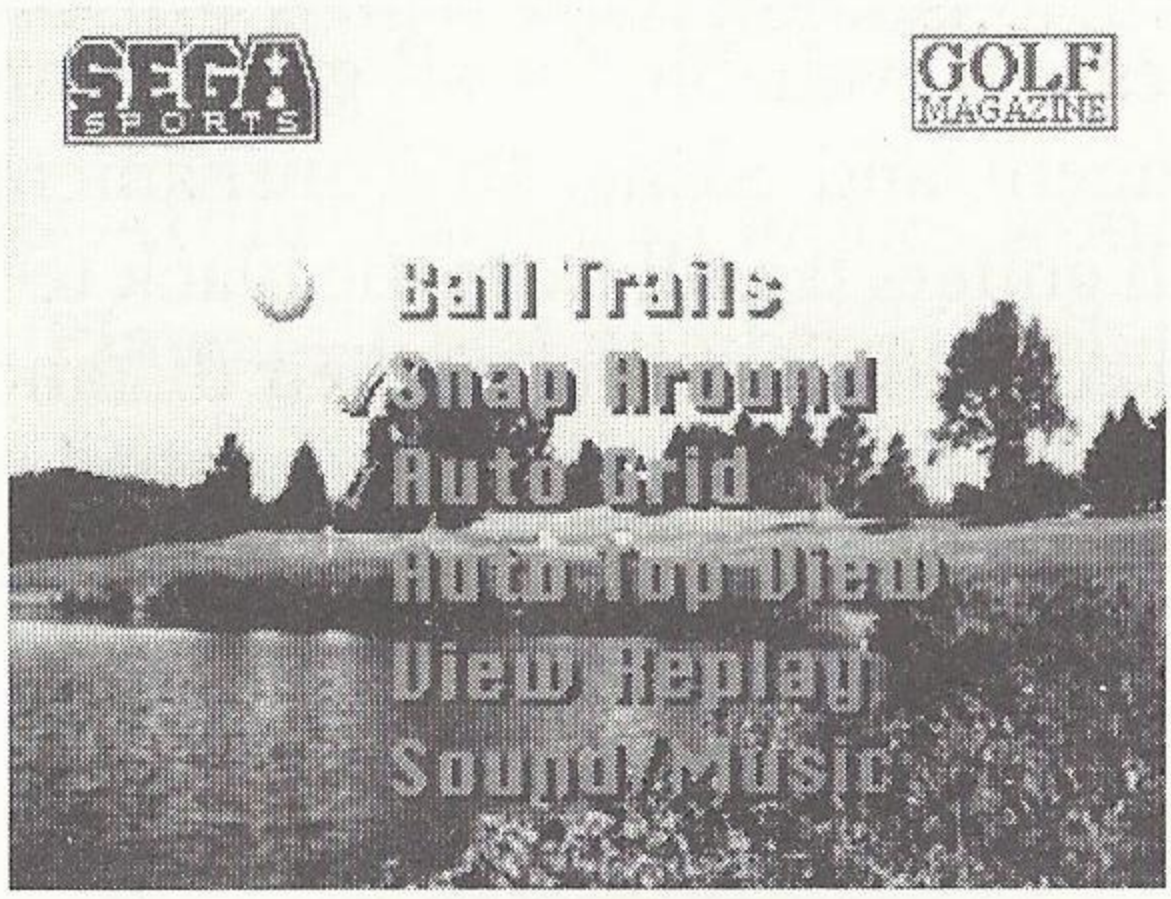
Delete player

- To delete a player, highlight Delete and press C.

A confirmation box appears.

- To delete the player, press **any button**.
- To cancel the deletion, press **Start**.

Game Options



The Game Options menu allows you to configure both the graphics and sound of the game before you begin play. Changes made on the Options menu are saved in the cartridge battery. A check mark appears next to options currently selected.

- To select/de-select an option, highlight the option and press **C**.

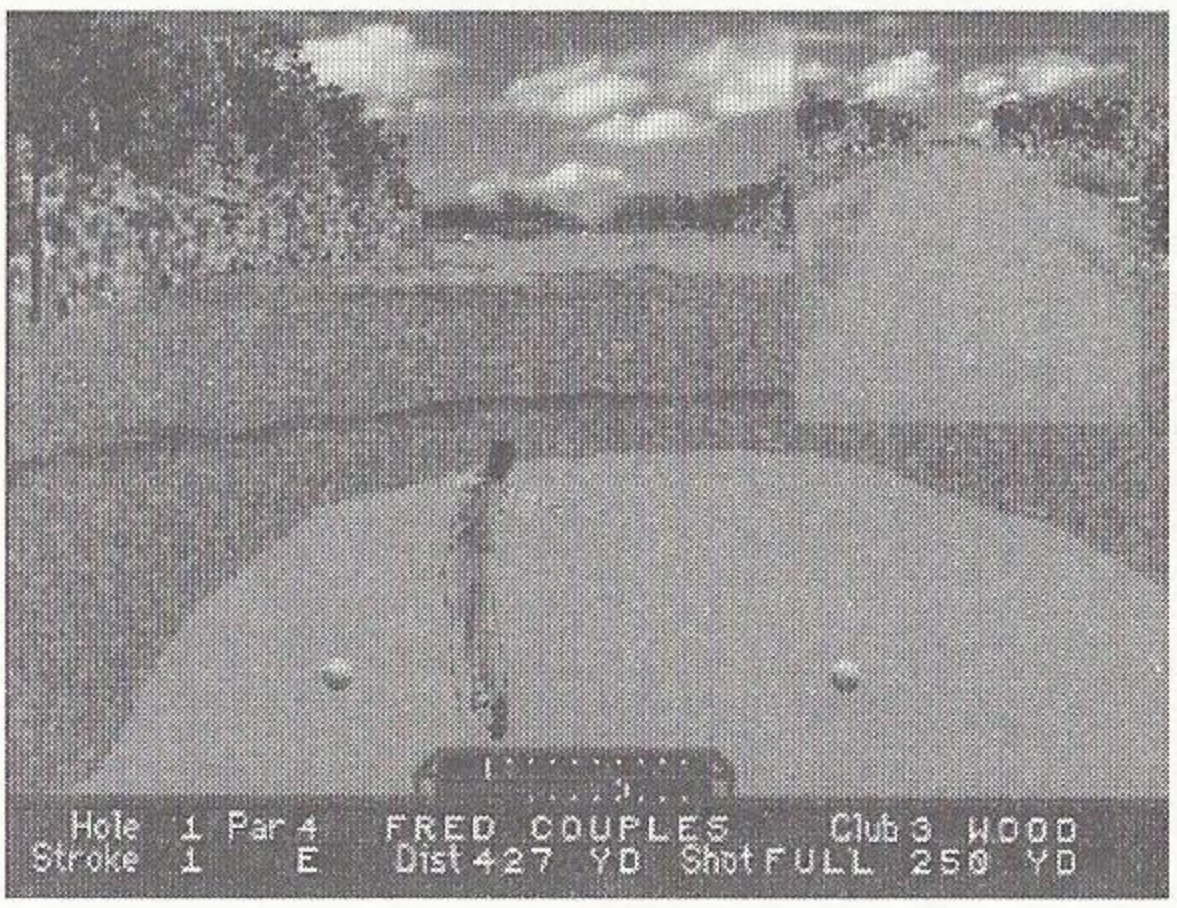
- To exit the Options screen, press **B**.

You can access the Game Options menu during play from the Pause/Options menu.

BALL TRAILS

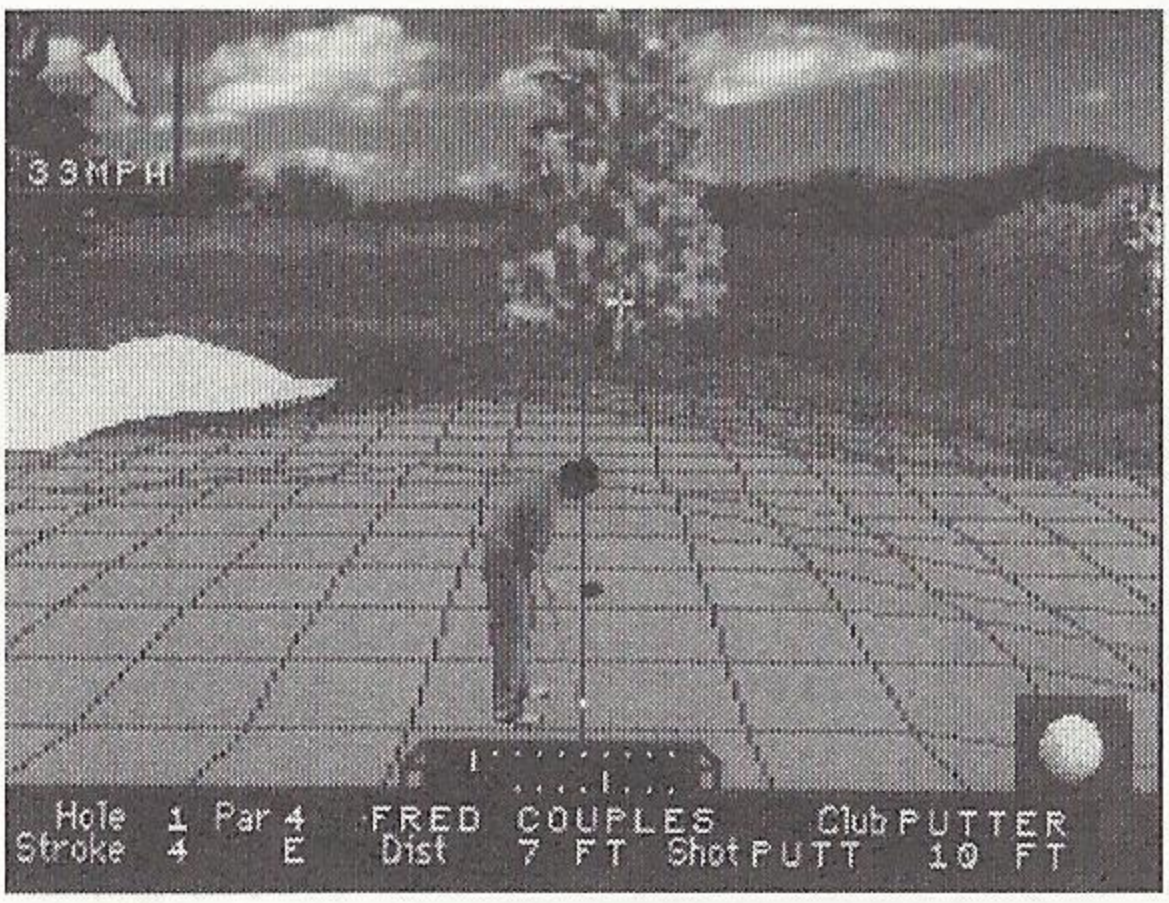
The Ball Trails option shows a graphic representation of the flight of the ball while it's in the air, as though the ball were leaving a trail.

SNAP AROUND



When the Snap Around option is on, the Snap Around window appears while your ball is in the air. This enables you to view your shot from the reverse angle as the ball approaches the area where it's about to land.

AUTO GRID

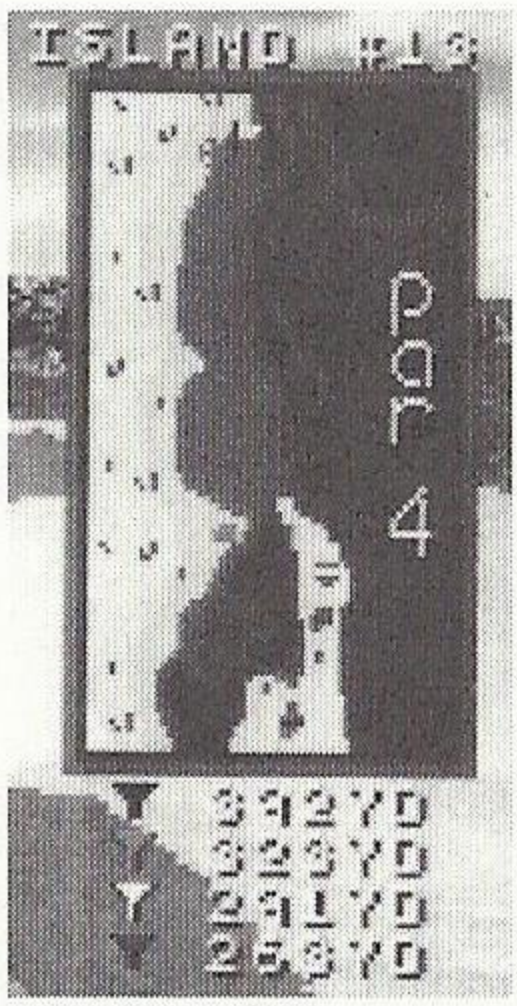


The Auto Grid option automatically shows the green grid whenever your ball is on or near the green. The green grid enables you to read the contours of the putting surface (or any surface you map it onto) so that you can predict the direction and the degree to which your ball will break when you're putting or chipping.

A break in the line(s) of one of the grid boxes indicates a break in that section of the green. The more breaks that appear in a grid box, the greater the slope. It's a good idea to practice your putting on the putting green to get a feel for the grid.

You can access the grid from anywhere on the course from the Pause/Options menu.

AUTO TOP VIEW



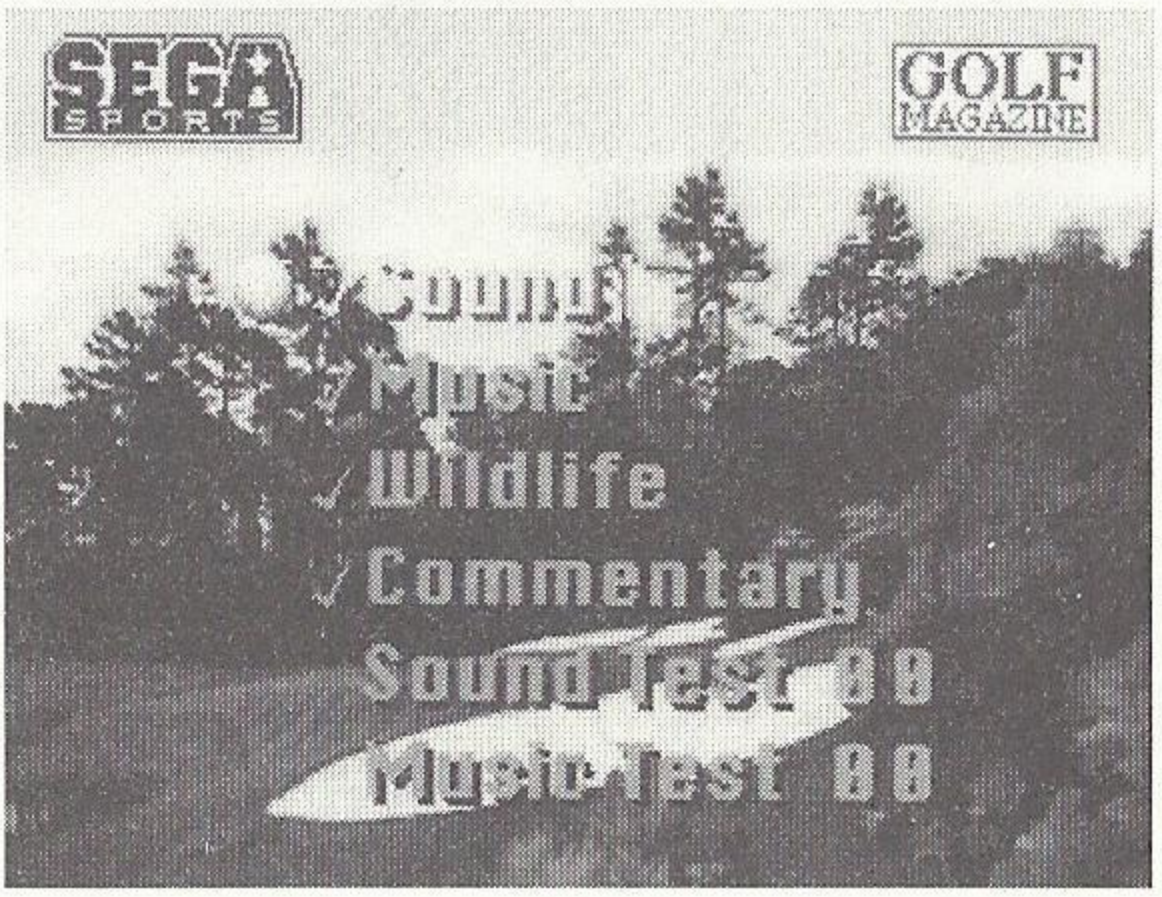
The Auto Top View options automatically displays the Top View on every shot except for putts and short chip shots onto the green.

VIEW INSTANT REPLAY

The View Instant Replay options allows you access your saved instant replays. When you select the option, the View Instant Replay menus appears. Select the replay you wish to view and it will appear on the screen. Saved instant replays are stored on the cartridge battery until you save a different replay in the same slot.

SOUND/MUSIC

The Sound/Music options brings up the Sound/Music menu. On the Sound/Music menu, you can select from the six audio options: Sound, Music, Wildlife, Commentary, Sound Test, and Music Test.



SOUND: Golfing Sounds

MUSIC: Background Music

WILDLIFE: Various Wildlife Sounds

COMMENTARY: Fred Couple's Commentary

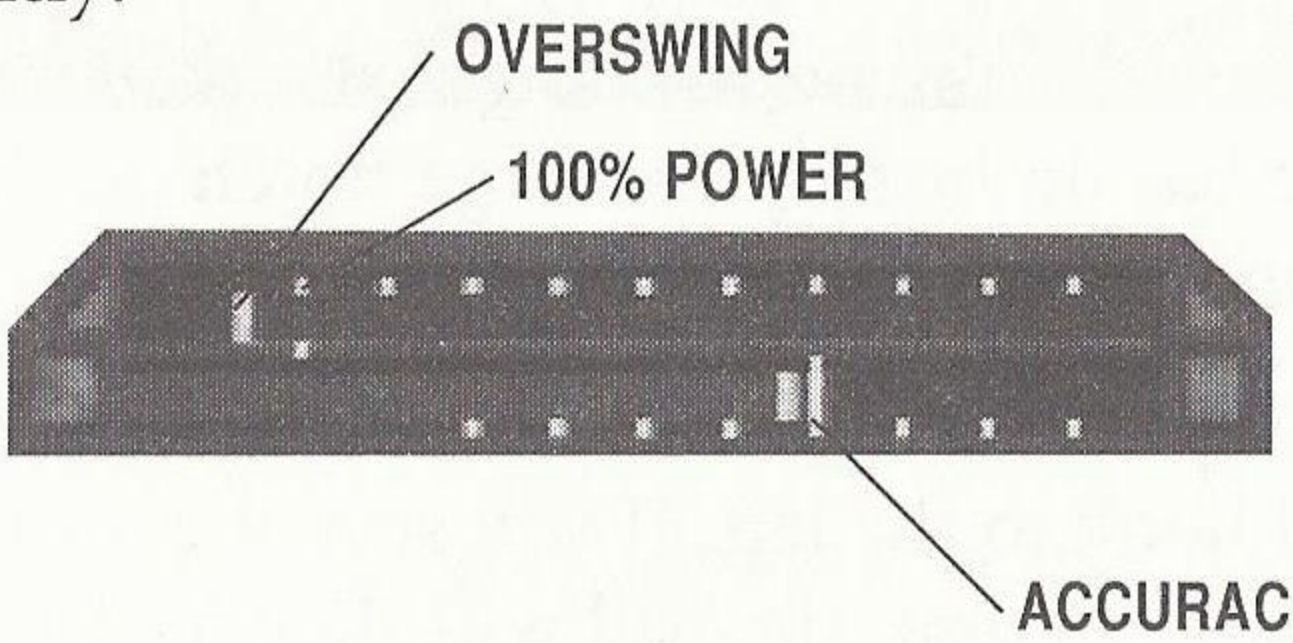
SOUND TEST: Test the Golfing Sounds

MUSIC TEST: Test the Music

On the Course

Stroke Meter

The Stroke Meter is the soul of the game. You'll need to master the Stroke Meter if you want to score well consistently.



Before you begin your backswing , you need to measure your shot. The box below the golfer's name shows the line-of-sight distance to the pin, which may differ from the fairway distance. The box below the club selection box shows the distance potential of the selected club.

You need to measure your shot as a percentage of the top line of the Stroke Meter. Each notch on the top line represents 10% of the total distance of the selected club. The large notch near the end of the top line represents 100% of the distance potential.

The Stroke Meter requires three C-Button presses. The first press starts the backswing, which is represented by a red bar at the top of the meter.

The second C-Button press stops the backswing and sets the distance of your shot. So, if you stop the backswing at the ninth notch, you ball is set to travel 90% of the distance shown in the box below the selected club.

NOTE: the distance potential pertains only to shots from the tee, fairway or green. Shots from less favorable lies need to be struck somewhat harder or with a longer distance club.

The third C-Button press is all-important. After you stop the backswing (to set the distance), a blue bar (the Accuracy Meter) appears in the bottom half of the Stroke Meter. To ensure a straight shot you need to stop the blue bar on or near the large notch on the bottom line of the Stroke Meter, called the Accuracy Point.

If you stop the swing short of the Accuracy Point, the ball will hook to the left. If you stop the swing beyond the Accuracy Point, the ball will slice to the right.

If you miss the Accuracy Point by a large margin, you might flub or whiff the shot.

OVERSWING AREA

The area beyond the 100% mark at the top of the Stroke Meter is called the Overswing Area. If you stop the backswing bar in the Overswing Area, the ball can travel farther than the distance potential of the selected club—but there's a price to pay if you miss the Accuracy Point.

After you stop the backswing bar in the Overswing Area, the accuracy meter moves faster, making it more difficult to stop on the Accuracy Point. If you miss the Accuracy Point on an Overswing shot, the resultant hook or slice is greatly exaggerated, and the chance of a flub or whiff is also increased.

DRAW/FADE METER

The Draw/Fade Meter allows you to set a controlled hook or slice before you begin your stroke.

- To access the Draw/Fade Meter, press **A**.

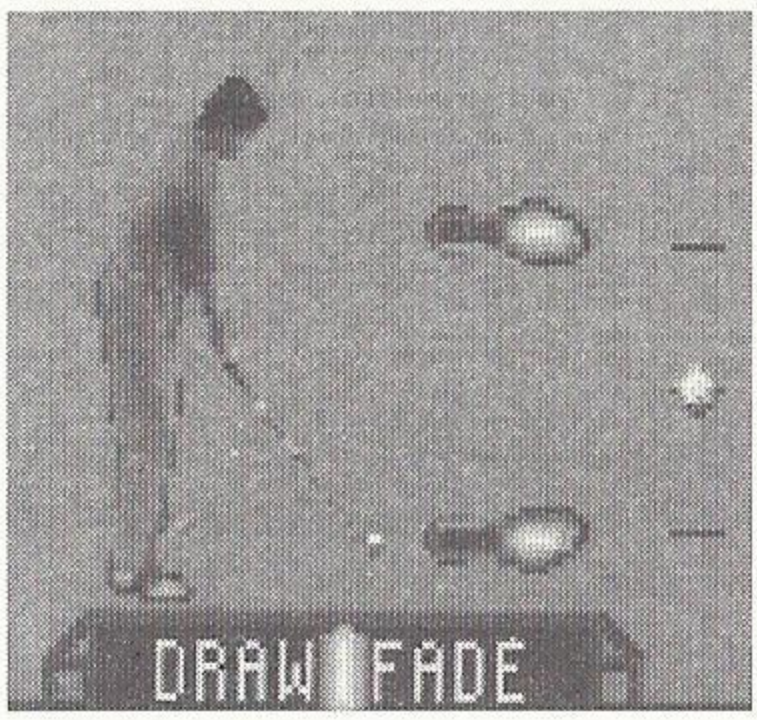
- To set the desired Draw/Face, D-Pad **left/right**.

- To return to the Stroke Meter, press **A** again.

To ensure accuracy on your draws and fades, you must strike the ball at or near the Accuracy Point. It's a good idea to experiment with the Draw/Fade Meter on the Driving Range so you get a feel for the degree of draw and fade you'll need to make a shot curve the way you want it to.

STANCE METER

The Stance Meter allows you to adjust your stance to vary the degree of loft and backspin you impart to the ball. The closer you position your front foot to the ball, the more loft and backspin you'll create. The closer you position your back foot to the ball, the less loft and backspin you'll create.



- To access the Stance Meter, press A.
- To set the desired Stance, D-Pad **up/down**.
- To return to the Stroke Meter, press **A** again.

AIMING CURSOR

The Aiming Cursor, which is located at the center of the screen, determines the direction your ball will travel when you hit the Accuracy Point perfectly.

- To adjust the Aiming Cursor, D-Pad **left/right**.

Info Bar

You'll need to consult the Info Bar before every shot to check the distance to the pin, your club selection, and the club distance.

HOLE

The number of the hole you're currently playing.

STROKE

The number of strokes you've made on the current hole.

PAR

The number of strokes needed to finish the hole at par.

SCORE

The current golfer's score relative to par on all the completed holes.

DISTANCE

The line-of-sight distance from the ball to the pin.

> The distance listed on the scorecard refers to the distance as the hole is played, not necessarily the line-of-sight distance from tee to pin. For example, when the fairway hooks around a large hazard, the distance in the Distance Box refers to the distance over the hazard, not the distance to the pin along the fairway. On such holes, it's important to go to the Overview (see p. 42) to check the distance from the tee to your landing spot on the fairway so you can line up your tee shot accurately.

SHOT

The type of shot selected for the next stroke. Notice that the different shot types carry different distance potentials. The recommended shot type appears before every stroke, but you can change it if you wish.

- To cycle through the shot types, press **B**.

When you select PUTT, the putter is automatically chosen.

CLUB

The club currently selected.

- To cycle through the clubs, D-Pad **up/down**.

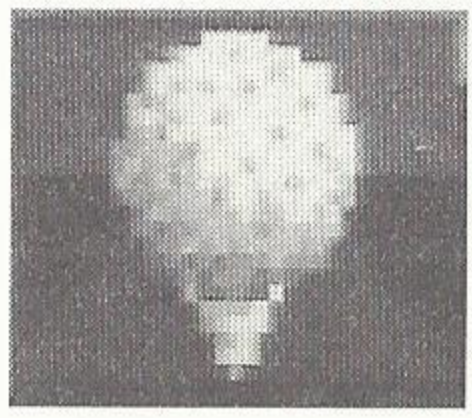
CLUB DISTANCE

The distance potential of the currently selected club with the ball on the tee or fairway, 100% power, and an accurate swing.

Wind Arrow

The Wind Arrow points in the direction of the wind, and the wind speed is listed below the arrow. Adjust the Aiming Cursor (and/or the Draw/Fade Meter) to compensate for the wind. It's not an exact science, but the more you play the game the better feel you'll get for the effect of the wind on different shots. One rule of thumb—the higher and longer the ball flies, the more effect the wind will have on it.

Ball Lie

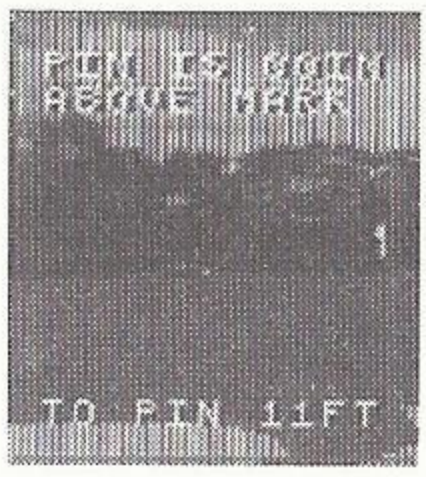


The Ball Lie window shows you how the ball rests in its current lie. If the ball is buried or half-buried, you might want to adjust your stance and your backswing to ensure an accurate shot.

In general, shots from the sand, rough and fringe must be hit harder than usual to go the desired distance. It's a good idea to practice your strokes in the Putting & Chipping area to get a feel for less desirable ball lies.

Putting Slope

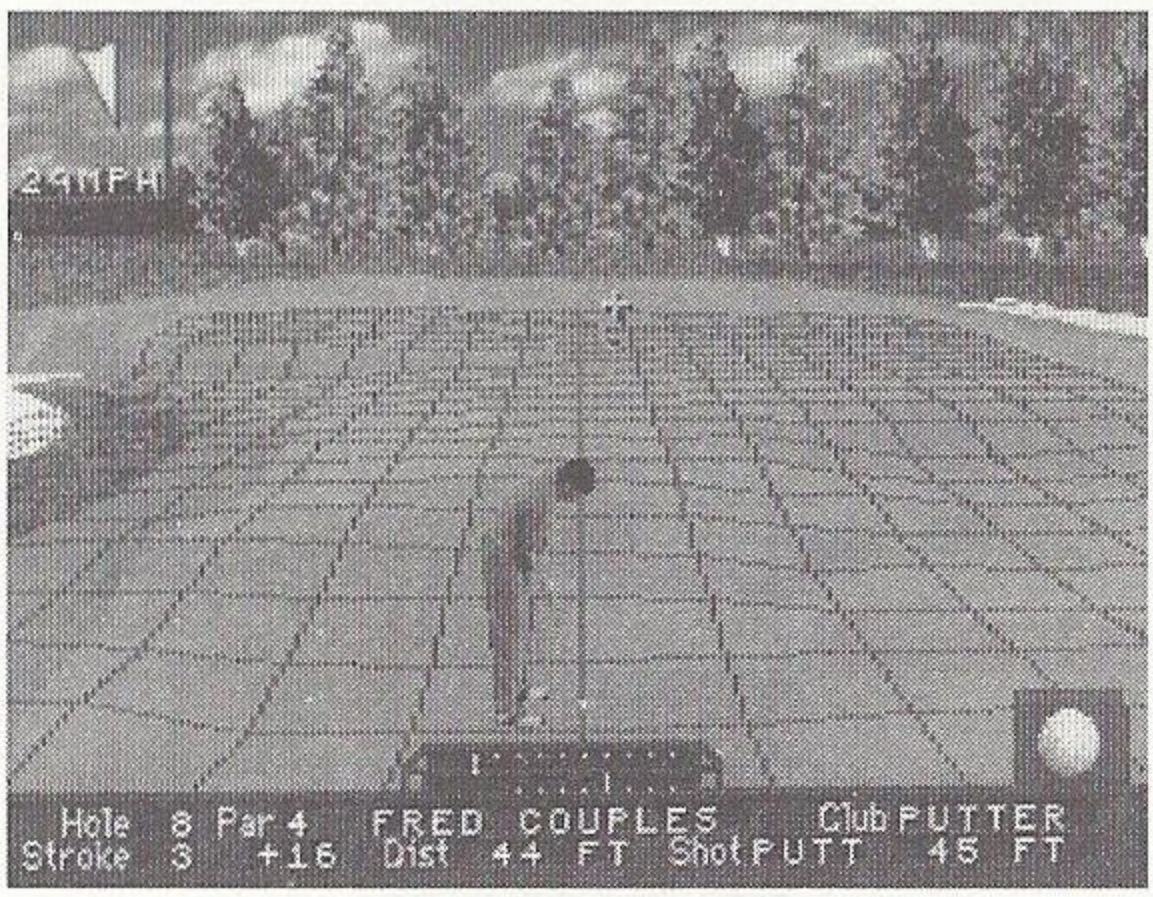
When you're on or near the green, it's important to know if your ball is above or below the hole and by how much. This will tell you if you need to add a little strength to your putt or chip or to take a little strength off.



- To access the Putting Slope window, press **A**.
- To return to the green, press **A** again.

The Grid

The Grid is most useful when you're on or near the putting surface.

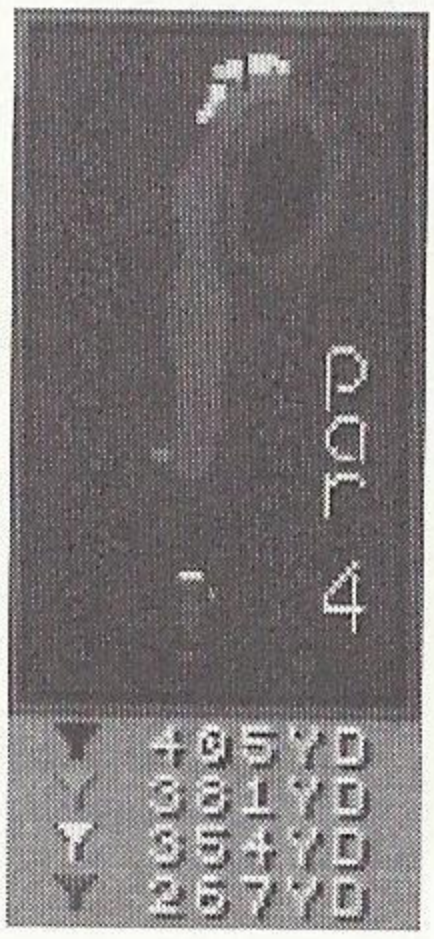


You'll need to gauge the breaks between the ball and the hole to estimate how much your putt will break and in which direction(s). Note that the breaks closer to the hole will effect the putt more than breaks closer to the golfer, since the ball slows down as it approaches the hole.

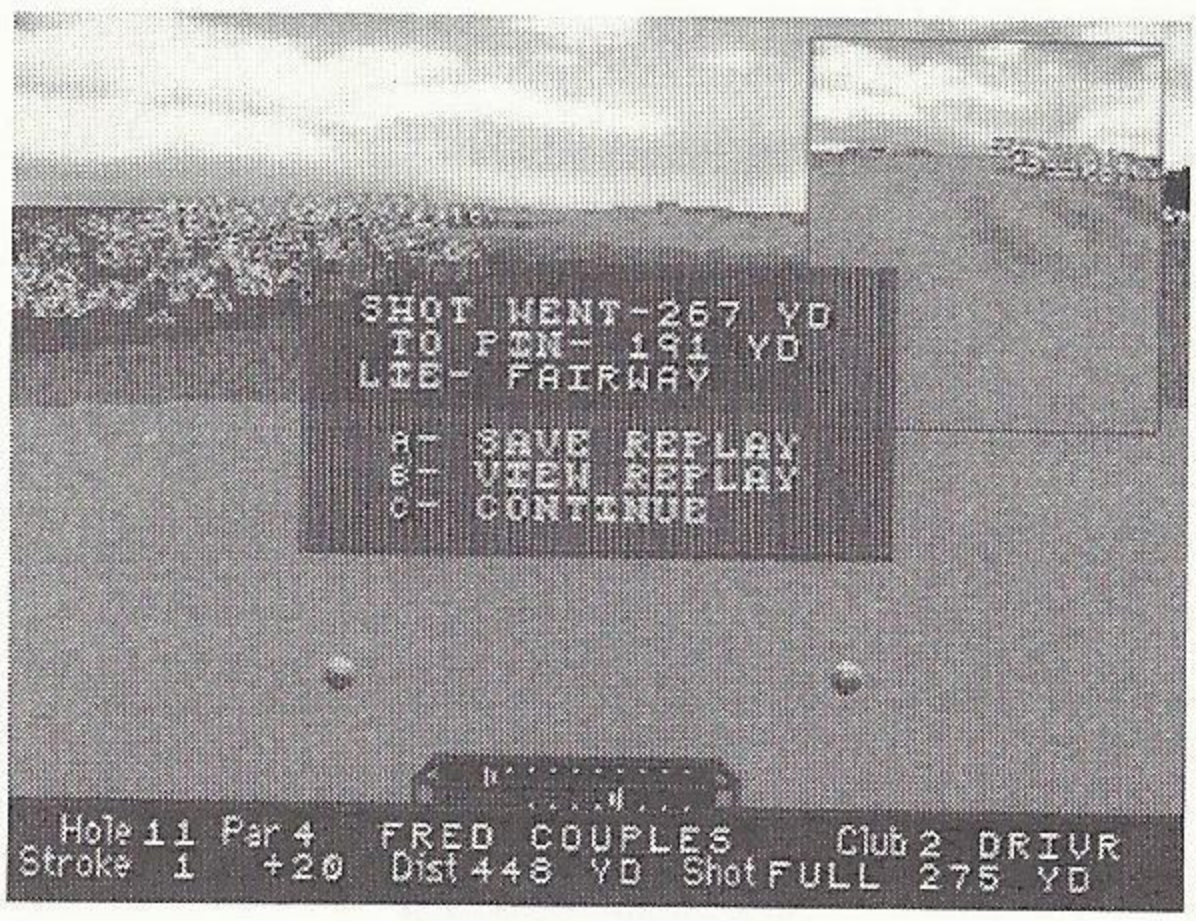
- To access or remove the grid, press **Start** and then select Grid On/Off from the Options menu.

Top View Window

The Top View window gives you an overhead view of the current hole and the four tee distances. It's useful in determining the aim of your shot.

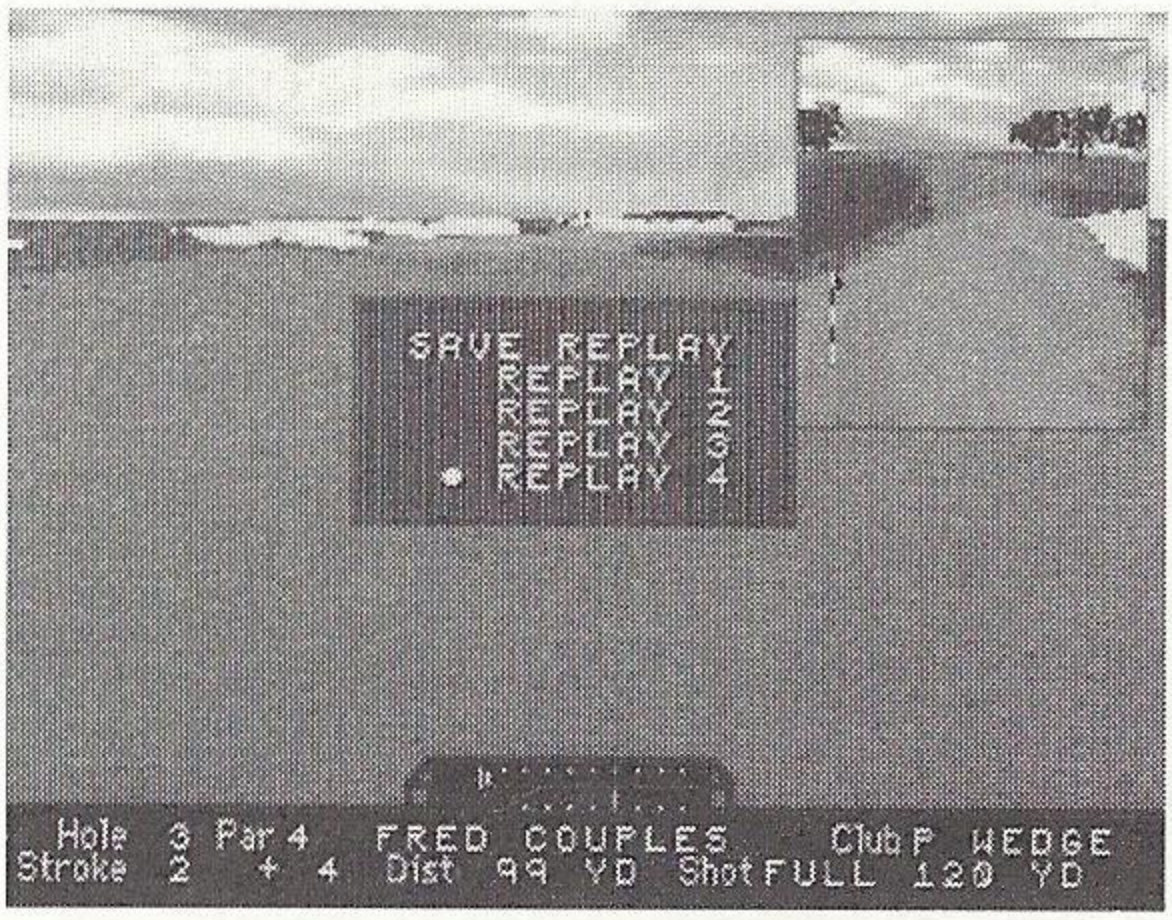


Shot Result Window



After each shot, the Shot Result window tells you the result of the shot and allows you to save and view replays.

SAVE REPLAY



You may save up to four replays. The cartridge battery stores each saved replay until you save another replay in the same slot.

- To access the Save Replay menu, press **A** after the shot you wish to save.

The Save Replay menu appears.

- To save a replay, D-Pad down to the desired slot and press C.

- To return to the Shot Result Window, press **B**.

- To play a saved replay, you must first exit the game and go to the Options menu. From the Options menu, select Replay. From the Replay sub-menu, select the desired replay and press **C**.

VIEW REPLAY

- To replay the last shot, select View Replay.

After the replay, the Shot Results Window returns.

CONTINUE

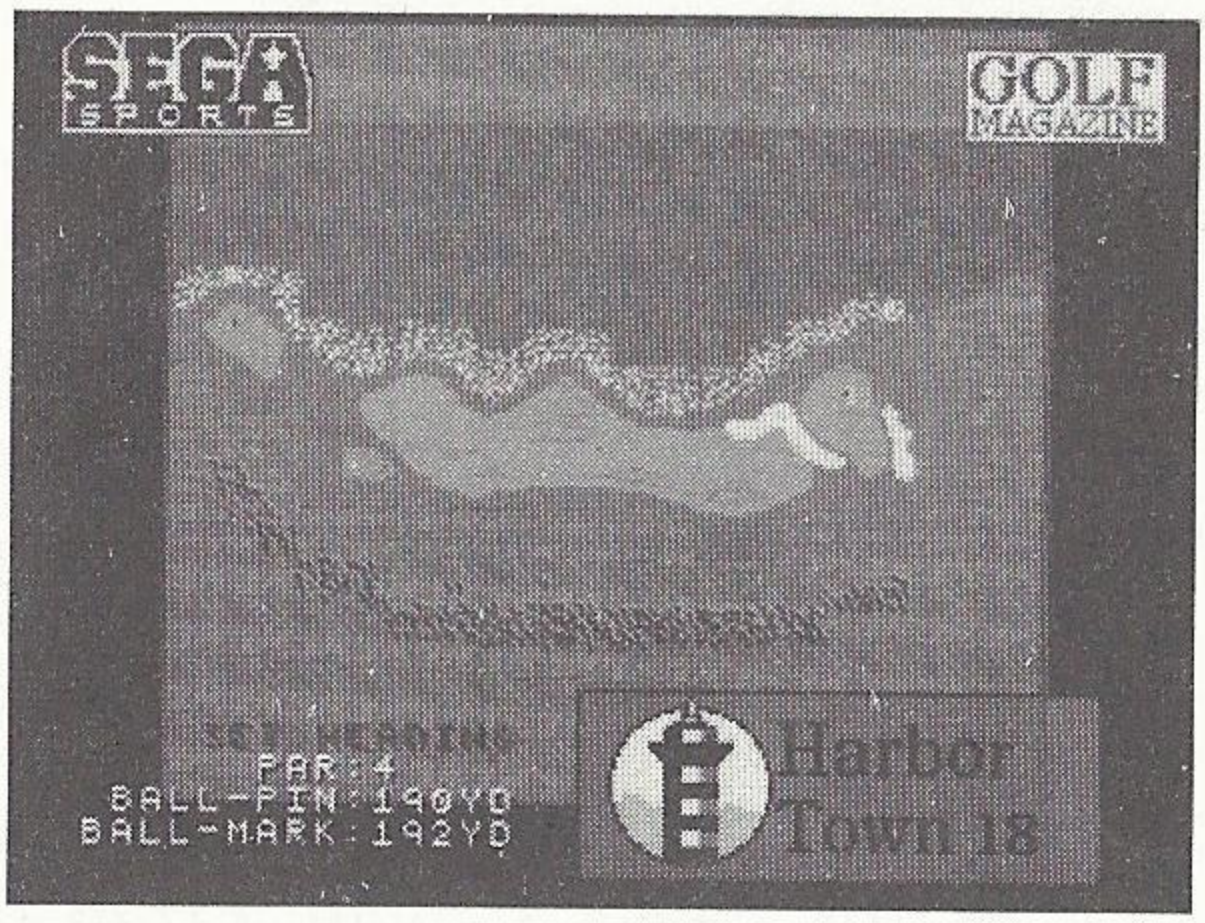
- To continue the game, press **C**.

Pause/Options

You can pause the game and access the Options menu before any shot.

- To pause the game and access the Option menu, press **Start**.

OVERVIEW (GOLFER ADJUSTMENT)



The Overview screen shows a full-size aerial view of the hole with your ball lie flashing as a white dot. On the lower left hand corner you'll see the distance

from the ball to the pin (Ball - Pin) and the distance from the ball to the mark (Ball - Mark).

Initially, the two distances are the same, because the mark is positioned directly over the hole. You can move the mark with the D-Pad to any position to find the distance from your ball to that position. You'll notice that the Ball - Mark distance changes as you move the mark.

You can reposition your golfer to hit the ball in the direction of the mark. This is useful if your ball lies behind a tree or a hazard over which you do not wish to hit.

- To access the Overview, highlight and press **C**.
- To move the mark, D-Pad **left/right/up/down**.
- To set the heading toward the mark, press **C**.
- To exit the screen without changing the heading. press **B**.

Your golfer is now set to hit the ball in the direction of the mark.

TOP VIEW

The Top View window appears on the golfing screen.

- To access the Top View, highlight and press **C**.

ADDRESS

The Options menu offers you the chance to practice your swing without striking the ball or incurring a stroke. Simply select the Address option and go through the normal motions. This enables you to measure your shot on the Stroke Meter without actually striking the ball.

- To select Address, highlight and press **C**.

- To return to the normal position, press **Start** and then select Address again.

GRID ON/OFF

- To turn the Grid On/Off, highlight and press **C**.

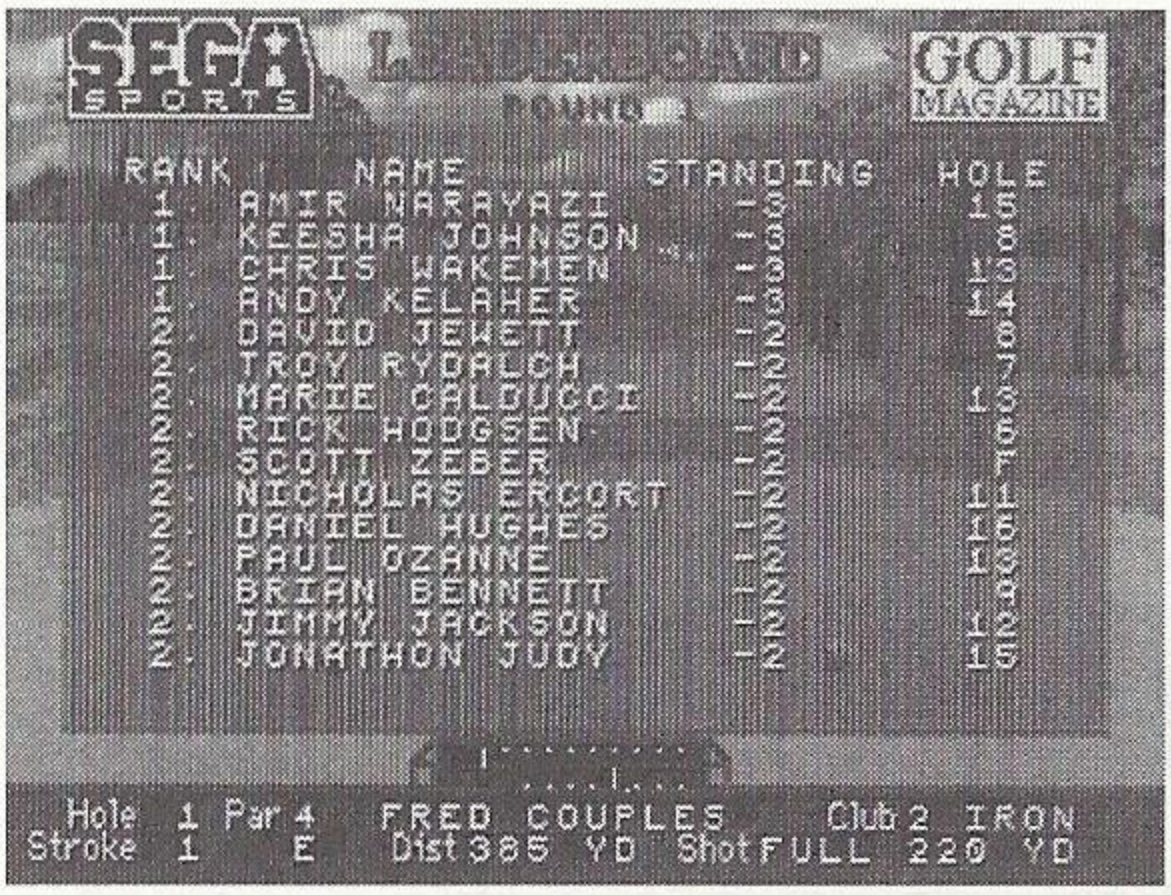
DROP

When your ball lands in a bad spot, such as behind a tree, you can drop the ball to a better location. Note that a Drop counts as a stroke.

- To drop the ball, highlight and press **C**.

LEADERBOARD

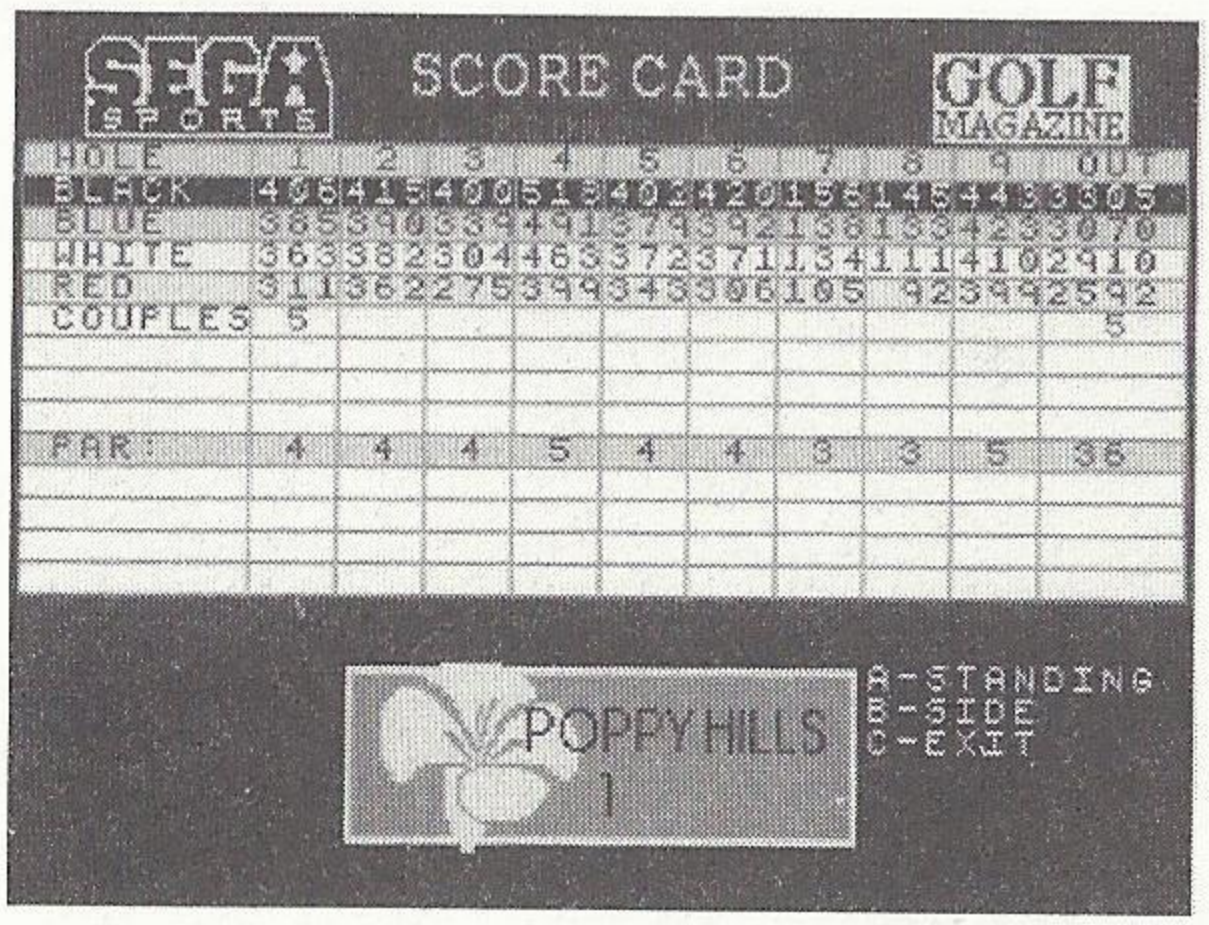
When you're playing in a Tournament, you can access the Leaderboard to see where you rank in the standings. The names of the players on the scorecard appear in yellow letters.



- To access the leaderboard, highlight and press **C**.
- To cycle quickly through the leaderboard screens, press **A** or **C**.
- To return to the course, press **B** or **Start**.

SCORECARD

The Scorecard shows the scores of all the current players on all the completed holes. Green numbers indicate below-par scores. Black numbers indicate par scores. Red numbers indicate above-par scores.



- To access the Scorecard, highlight and press **C**.
- To see the par standings, press **A**.
- To change sides on the scorecard, press **C**.
- To return to the course, press **B**.

PLAYER STATS

You can check the stats of the current player any time before their next shot.

- To show stats, highlight and press **C**.

SAVE GAME

The cartridge battery can save up to four games.

- To save a game, highlight and press **C**.

The Save Game sub-menu appears.

- To select one of the four slots, D-pad **up/down** and then press **C**.

LOAD GAME

You can load any one of the four saved games at any time during play.

- To load a game, highlight and press **C**.

The Load Game submenu appears.

- To select one of the four slots, D-pad **up/down** and then press **C**.

GAME OPTIONS

You can access the Game Options screen from the course to change the graphics and sound configuration. See Game Options for descriptions of the various options.

- To access the Game Options menu, highlight and press **C**.

- To return to the course, press **B**.

6-Button Controls

If you have a 6-Button controller you can activate options from the Pause/Options menu directly with the controller. The 6-Button control options are listed along side the pertinent options on the Pause/Options menu.

X toggles brings up the Overhead view.
Y toggles on/off the Top View window.
Z toggle on/off the Grid.

The X, Y, and Z buttons are pre-configured to activate the options show above, but you can reconfigure the X, Y, and Z buttons by moving the cursor to the desired option and then pressing the button you wish to use to activate that option.

The 36 Great Holes

All hole distances are measured from the blue tees.

Poppy Hills Golf Course

Hole 1 (413-yard par-4)

Hole 16 (409-yard par 4)

Designed by architect Robert Trent Jones Jr., the undulating greens and manicured fairways of Poppy Hills stretch luxuriously among the towering Monterey Pines of the Del Monte Forest in Northern California. The par-4 1st hole is a slight dogleg right with two fairways, both guarded by dense trees. The safest route is a long iron off the tee to a medium iron from the first fairway, but the more ambitious might try to cut the dogleg with wood over the trees on the right. The 16th is somewhat more difficult, with a needle thin fairway leading to a small green. Trying to reach in two can be disastrous, as once you find yourself in the trees it's not always easy to get out. An iron off the tee is a good idea, unless you think you can pin-point the driver.

The Boulders (South)

Hole 1 (381-yard par-4)

Nestled in the high Sonoran Desert foothills north of Scottsdale, Arizona, The Boulders is aptly named for the dramatic rock formations that dominate the landscape. The links here are built so snugly into the terrain that you almost have to be on the course to see the course. Hole 1 at Boulders South is a challenging par-4 guarded by deep washes on both sides of the narrow fairway. The green is fronted by a water hazard not visible from the fairway. This hole rewards golfers with nerve and imagination.

Atlanta Athletic Club (Highlands Course)
Hole 18 (507 yard par-5)

Activities at the Atlanta Athletic Club in Duluth, Georgia began in 1898, and since then the golf courses there have undergone tremendous change with several top-flight designers contributing their efforts, including Robert Trent Jones, Joe Finger, and Tom Fazio. The Highland Course, site of the 1976 U.S. Open, is very strongly bunkered, with long traps placed to impede shortcuts and to catch less accurate tee shots. Sand in front of par-4 greens is a deterrent to bump-and-run second shots. The Highlands front nine is relatively wide open with lots of water. The back nine demands accurate drives down tight fairways lined with pine trees. Hole 18 plays par-5 and is changed to par 4 during major tournaments. A lake lines the left side of the fairway and comes directly into play in front of the well-bunkered undulating green.

Half Moon Bay Golf Links
Hole 18 (428-yard par-4)

The golf links at Half Moon Bay is considered by most pros to be among the finest golf courses in the San Francisco Bay Area. Designed by Francis Duane with Arnold Palmer, the course makes bountiful use of the seascape and mountain setting. The 18th plays along the Pacific Coast where wind is often a factor. *GOLF MAGAZINE* ranks it as one of the greatest 100 holes in America. It's a beautiful, yet dangerous, finishing hole.

Prairie Dunes Country Club

Hole 8 (422-yard par-4)

Hole 10 (185-yard par-3)

Built in 1937 on the site of an ancient salt sea in Hutchinson, Kansas, Prairie Dunes was the inspiration of Emerson Carey, a local industrialist, philanthropist, and golf enthusiast. The terrain consisted mainly of sandhills, with an occasional oasis of green cottonwood groves, and dirt for the first nine holes was hauled in by teams of mules. Designed in the strict Scottish tradition, Prairie Dunes is not particularly long, but what it lacks in length it more than makes up for in trickiness. Waist high native grasses, prickly yuccas, and dense thickets combine with the constant prairie winds to make this a thinker's course. The par-4 8th, which measures 442 yards, is the most publicized hole at Prairie Dunes. It doglegs right and the fairway is rolling, so that lies can be uphill, downhill, or sidehill. Heavy rough precludes any possibility of cutting the dogleg, and the large green is two tiered, so that even if the golfer reaches it in two, par is by no means automatic. The par-3 10th is widely considered to be among the best par-3s in the country.

Tidewater Golf Club

Hole 3 (145-yard par-3)

Situated on a magnificent seaside peninsula, Tidewater Golf Club was painstakingly designed by Ken Tomlinson, an attorney turned golf designer, to reflect and recapture turn-of-the-century traditions of the grand old courses. Overlooking dramatic bluffs, nine of the eighteen holes meander alongside the Intercoastal Highway, Atlantic Ocean, and saltwater inlet marshes. Tidewater demands

that you think, dare, and skillfully execute each shot in order to score well. *GOLF MAGAZINE* has ranked it as one of the top 10 new courses open to non-member play in the USA for 1990.

The Otesaga Leatherstocking Golf Course

Hole 18 (505-yard par-5)

One of the Northeast's most scenic and challenging golf courses, Leatherstocking sweeps along the west shore of Lake Otesaga in Cooperstown, New York. The course was built in 1906 and redesigned in 1921 by one of the prolific course architects of the time, Devereux Emmet. The 18th hole is a magnificent, long par-5 finishing hole with the tee positioned on its own island in the middle of Blackbirds Bay. The green is situated on the southern shore of the Lake below the rolling rear lawn of the Otesaga. A good chance for birdie if you play it safe, and a hole to remember for its tranquil beauty.

The Homestead's Cascades Course

Hole 4 (198-yard par-3)

Hole 16 (525-yard par-5)

The Cascades, winding through Virginia's majestic Allegheny Mountains, is regarded as one of America's premier mountain golf courses and acclaimed for its gorgeous scenery and challenging design. Both the 4th and 16th holes exemplify designer William Flynn's use of native trees and the Cascades Stream's beautiful headwaters. *GOLF MAGAZINE* has included it in its "Top 100 Courses in the World."

The Coeur D'Alene Resort Golf Course
Hole 14 (147-yard par-3)

The 14th at Idaho's Coeur d'Alene is truly unique, featuring the world's first and only floating, movable green. Massive by conventional standards, the 15,000 square foot green is controlled by an onboard computerized winch which uses cables attached to the lake bottom to move the island closer to or farther from shore. Considered one of the most beautiful resort courses in America, Coeur d'Alene has played host to Merrill Lynch PGA TOUR Shootout Championship.

The Greenbrier (The Greenbrier Course)
Hole 2 (403-yard par-4)

Located in the majestic Allegheny Mountains of White Sulphur Springs, West Virginia, The Greenbrier is one of the oldest and most respected names in the great American golf tradition. The original nine-hole course was built in 1910 by the Chesapeake and Ohio Railroad Company, and in 1913 the 18-hole Old White Course opened, placing The Greenbrier at the forefront of the golf craze that was soon to sweep the nation. The Greenbrier Course opened in 1924 and expanded the resorts prestige. In 1976, Jack Nicklaus redesigned the Greenbrier Course in preparation for the Ryder Cup. Hole 2 demands a precise drive onto a narrow fairway bordered by a lake on the right. The small green is sheltered by bunkers left and right and fronted by water. Only a perfect second shot awards a birdie chance.

The Bay Hill Club
Hole 18 (414-yard par-4)

Rated by *GOLF MAGAZINE* as one of the top 100 courses in the world, the Bay Hill Club in Orlando, Florida is considered to be one of the fairest tests of golf ever designed. Arnold Palmer took such a liking to it in 1965 that he bought an interest in the club and made it his home away from home. Touched up and tinkered with over the years by Palmer and Ed Seay, Bay Hill has evolved into a championship caliber course that reflects Palmer's competitive concerns: room to bang the driver; sickle shape doglegs that favor the draw; speedy, well-defended greens; and several risk-reward holes that invite bold players to gamble. The 18th green is surrounded by water and sand and requires a careful approach from the fairway.

Blackwolf Run Golf Course (River Course)
Hole 9 (316-yard par-4)

Located in Kohler, Wisconsin, Blackwolf Run is built on terrain sculpted by glaciers tens of thousands of years ago and features a dramatic blend of water, meadowland, and valleys. Both of the 18 hole courses at Blackwolf Run were planned by world renown designer Pete Dye to embody the challenge and strategy of the great Scottish courses built in the early part of this century. Ranked among the top few public courses in the nation, the River Course at Blackwolf Run offers breathtaking views of the Sheboygan River. Dye has said that the 9th at the River Course is the best golf hole he has ever built, and Pete Dye has built some great ones.

The Concord Golf Club (Monster Course)
Hole 10 (416-yard par-4)

The Concord Hotel in the Catskills at Kiamesha Lake, New York is one of the premiere golf resorts in America. The most challenging of Concord's three courses could aptly be named The Monster for its dense woods, copious water hazards and bunkers, and rolling parkland terrain; but the real reason for the name is its enormous size—an awesome 7,471 yards from the blue tees. The almost criminal 432 yard par-4 10th is a perfect example of the challenges posed by The Monster. A lake encroaches on the left side of the fairway, and the small green is fronted by a stream and surrounded by sand traps. This would rate a par-5 on most courses.

Innisbrook Hilton Resort (Copperhead Course)
Hole 14 (549-yard par-5)

Just south of the Greek sponge-diving and fishing community of Tarpon Springs, Florida lies the Innisbrook Golf and Country Club. The course was designed to accentuate the rolling natural landscape, and golf enthusiasts find that its impeccably manicured fairways, elevations over 80 feet, gaping sand traps and strategically placed water hazards offer beauty and challenge unusual even for Florida. *GOLF MAGAZINE* ranks it among the top 100 courses in America.

Kemper Lakes Golf Club
Hole 18 (384-yard par-4)

Long Grove, Illinois is home to Kemper Lakes, one of the best public courses in America. Surrounding the headquarters of The Kemper Group, the course was designed amid the natural splendor of woods, lakes and marshlands that are home to thousands of waterfowl. The 18th fairway is a half moon dogleg flanked by water on the left from tee to green. The drive must carry 220 yards to clear the lake. The fairway has two bunkers on the right in the landing area, and the second shot must carry water to the green guarded right and left by more water. The green has three separate fingers and is heavily contoured. Par here is quite an accomplishment.

The Ocean Course at Kiawah Island
Hole 13 (371-yard par-4)

The Ocean Course at Kiawah Island Resort in South Carolina was designed by Pete Dye, one of the world's premier golf architects and creator of several of the holes recreated in this game. All 18 holes at Kiawah offer panoramic views of the Atlantic Ocean, and 10 play directly along the beach. In Dye's own words, "The 13th hole plays as a great par-four at 350 yards, just as it plays as a great par-four at 470 yards. I think the green is built appropriately for a short par four and long par-four. I think the greens (throughout the course) are designed that way, and the fairway bunkering is designed that way."

Disney's Palm
Hole 18 (439-yard par-4)

The natural beauty of the Florida woodlands makes the Palm not only a pleasure to play, but also one of Disney's toughest. Rated among America's top 25 by some experts, this Joe Lee course plays a modest 6,461 yards from the middle tees and boasts more than its share of water and sand. Save a sprinkle of pixie dust for the 18th—it's been rated the fourth toughest hole on the PGA Tour. The fairway is bisected by wide water some three hundred yards from the tee box, and the front fairway runs out into rough at about the 250 yard mark. A short drive leaves you safe on the fairway but in need of tremendous second shot, and a long drive can put you in the rough or worse.

Disney's Eagle Pines
Hole 17 (415-yard par-4)

Another "stroke of genius" by famed golf architect Pete Dye, Disney's Eagle Pines is one of Central Florida's greatest golf courses. It plays 6,309 yards from the middle tees and features dish shaped fairways and pine straw instead of rough. The play is very fast, and the low profile design creates many opportunities to send the ball whistling through the pines. The 415 yard par-4 17th is a dogleg left with a fingerlake bordering the left fairway. The trees on the right form an imposing barrier, so a fairway wood off the tee is necessary. Club selection on the second shot is all important if you hope to make or break par.

Olympia Fields Country Club (North)

Hole 3 (439-yard par-4)

Hole 14 (444-yard par-4)

When it opened in the mid-1920s, Olympia Fields was on of the wonders of the golf world. The club had four 18-hole courses that meandered through its vast wooded preserve some 30 miles south of Chicago. The clubhouse and dining room were similarly huge, perhaps befitting the extravagant opulence of the era. In more recent times, the courses and facilities have been scaled back, but the club retains two of its courses and all of its class. The 3rd hole, a 439-yard par-4, is the most difficult on the North course, with an elevated tee box that drops off onto a blind fairway. Left of the hole is out of bounds, and trees to the right block an approach. The second most difficult hole on the course, the 444-yard 14th, demands both accuracy and length. The tee box demands a straight drive through woods and over a creek. The second shot crosses the creek again to an elevated green, which is bunkered left and right with a sharp drop-off in back.

Firestone Country Club

Hole 16 (625-yard par-5) (South Course)

Hole 17 (174-yard par-3) (North Course)

In 1929, when Harvey Firestone built the Firestone Country Club as a recreational site for his employees at the Firestone Tire and Rubber Company, neither Harvey nor the town of Akron, Ohio imagined that the course would become one of the most famous in America. In 1959, Trent Jones redesigned the course in preparation for the 1960 PGA Championship. The most

notable fruit of Jones' labors was the par-5 16th, christened "The Monster" by Arnold Palmer after he scored a triple bogey there to ruin his chances for victory at the 1960 championship. The most daunting feature of The Monster is its awesome length, which stretches 660 yards from the black tees. The 17th, which is the last of the course's short par-3s, is uphill, and four bunkers dictate a tight tee shot.

Doral Golf Resort and Spa (Blue Course)

Hole 18 (425-yard par-4)

The brainchild of hotel owner Alfred L. Kaskel, Doral Country Club is the world's second largest golf resort, with five championship courses and one nine-hole course. The Club is situated in north Miami and filled with palm trees, lakes, and softly rolling hills molded into the natural beauty of Everglades acreage. Built in 1958, the Club became the host of one of the PGA Tour's most prestigious events, the Doral Open. The Blue Course has consistently been included in the top 100 golf courses in the world, and most years it can be found among the top fifty. Hole 18 was for many years considered the most difficult finishing hole on the PGA Tour, and it still ranks among the toughest. The trees to the right of the tee and the water to the left make the tee shot a dangerous proposition. And there's little safety in the second shot, with the green hugging the water to the left and gaping bunkers on the right. Raymond Floyd has called it the hardest par-4 in the world.

Torrey Pines (South Golf Course)
Hole 16 (203-yard par-3)

One of the most prominent features at Torrey Pines Golf Course, located near San Diego in Cardiff, California, is the changeable weather. Hail, rain, wind, and fog have all played major parts in tournaments at Torrey Pines. One of the hardest holes on the South course is the 203-yard, par-3 16th. Golfers tee off into the wind with a canyon to the left. The large, deep green is bracket by two bunkers left and another on the right. Against the wind, it plays every inch of the card.

PGA National Golf Club (Championship Course)
Hole 15 (168-yard par-3)

Located in Palm Beach Gardens, Florida, the Championship Course at PGA National opened in 1981 and was redesigned by Jack Nicklaus in 1990, with "The Bear" playing the inaugural round. The 15th, 16th and 17th holes have been named "The Bear Trap" to signify the courses challenging conclusion.

Tanglewood Park (Championship Course)
Hole 4 (382-yard par-4)

Tanglewood Park is steeped in North Carolina tradition. The pillared Manor House, which sits at the heart of the rolling 1,100 acre estate, was a wedding gift in 1859 from wealthy landowner James Johnson to his daughter Emily. Later is was bought by William Reynolds, brother of tobacco magnate R. J. Reynolds, who bred and raced thoroughbreds on the grounds while his wife, Kate, devoted her energies to building elaborate and magnificent gardens. The couple willed the property

to Forsyth County as a public park. The park offers numerous leisure activities, including play on two full-length golf courses. Perhaps the most stunning and challenging of all the holes is the 4th on the Championship Course, where the 1974 PGA Championships was played.

Bethpage State Park (Black Course)

Hole 5 (446-yard par- 4)

Established in 1931 by the Long Island State Park Commission, Bethpage State Park is one of the finest public courses ever built. Renowned golf architect A.W. Tillinghast designed three of the five courses at Bethpage, most notably the fabled Black Course, which has long been ranked one of the best championship courses in America. The 5th hole is long and heavily bunkered par-4 with trees bordering both sides of the fairway. You'll need a big drive to give yourself a short iron to the green.

Wild Dunes Links (Links Course)

Hole 17 (375-yard par -4)

Hole 18 (501-yard par-5)

Wild Dunes Resort is proud to be the home of two great Tom Fazio golf courses. The Wild Dunes Links, ranked in the top 50 in the US and top 100 in the world, is best known by its finishing holes, which border on the Atlantic Ocean.

Mauna Lani Resort (South)
Hole 15 (202-yard par-3)

The South Course at Mauna Lani, situated on the geologically young Kaniku lava flow, offers golf in a dramatic moonscape setting. Well known as the course's signature hole, the 15th is built along the coastline so that the tee shot must carry over the crashing surf, and the ocean cross-winds can be vicious. Fortunately for most golfers, the large two-tiered green is guarded by sand all the way around. During the winter, whale activity in the deep waters to the left slows play as golfers stop to admire the cavorting aquatic giants. Mauna Lani Resort, which won *GOLF MAGAZINE'S* Gold Medal, is the site of the Senior Skins Game.

The Dunes Golf and Beach Club
Hole 13 (545-yard par-5)

The Dunes Club at Myrtle Beach, South Carolina was the 1994 site of the prestigious *GOLF MAGAZINE* Senior Tour Championship. The famous par-5 13th hole, "Waterloo," is a 590-yard dogleg appropriately named for the awesome challenge it presents to even the best golfers. The distance from the blue tees to green as the bird flies is only 334 yard, and the fairway is more aptly called a horseshoe than a dogleg, as it almost completely encircles a lake.

Harbour Town Golf Links

Hole 17 (176-yard par-3)

Hole 18 (478-yard par-4)

Celebrated site of the Heritage Golf Classic, Harbour Town Golf Links lies on picturesque Hilton Head Island, South Carolina. The course is sculpted from 300 acres of towering live oaks, pines and magnolias, which have tormented golfers over the years. The treacherous par-4 18th is one of the most scenic finishing holes in the country. Vast salt marches of Calibogue Sound intrude upon the left side of the fairway, and the green is nestled against the sound between front and rear bunkers. The links was designed by Pete Dye with Jack Nicklaus, and is nothing short of a work of art. *GOLF MAGAZINE* places it among the top 30 courses in the world.

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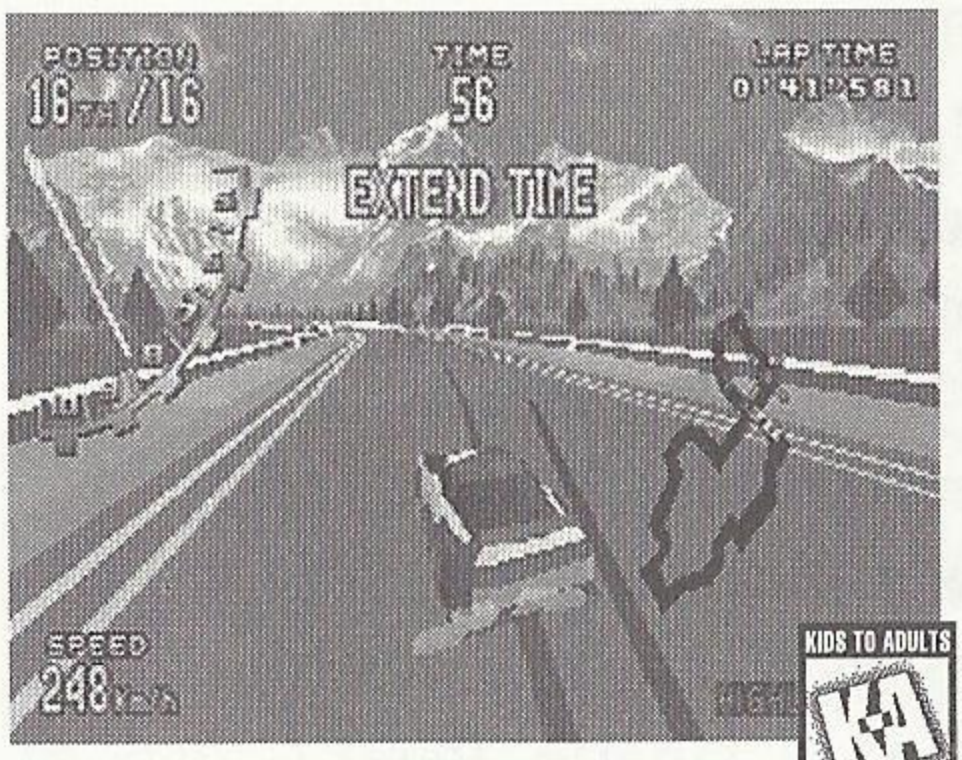

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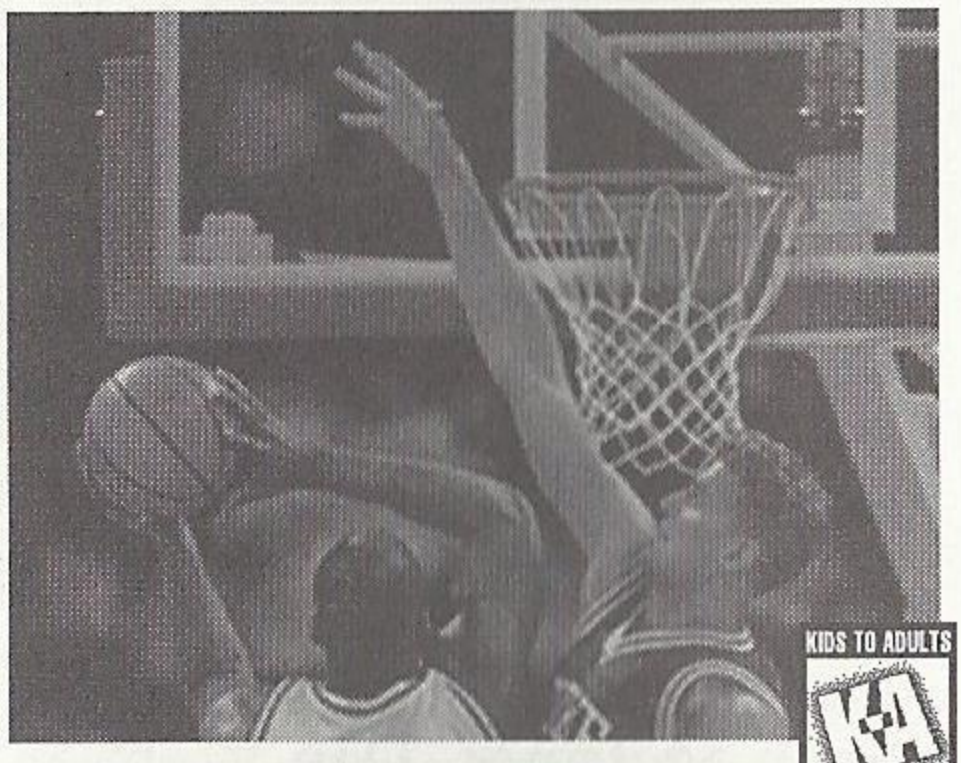

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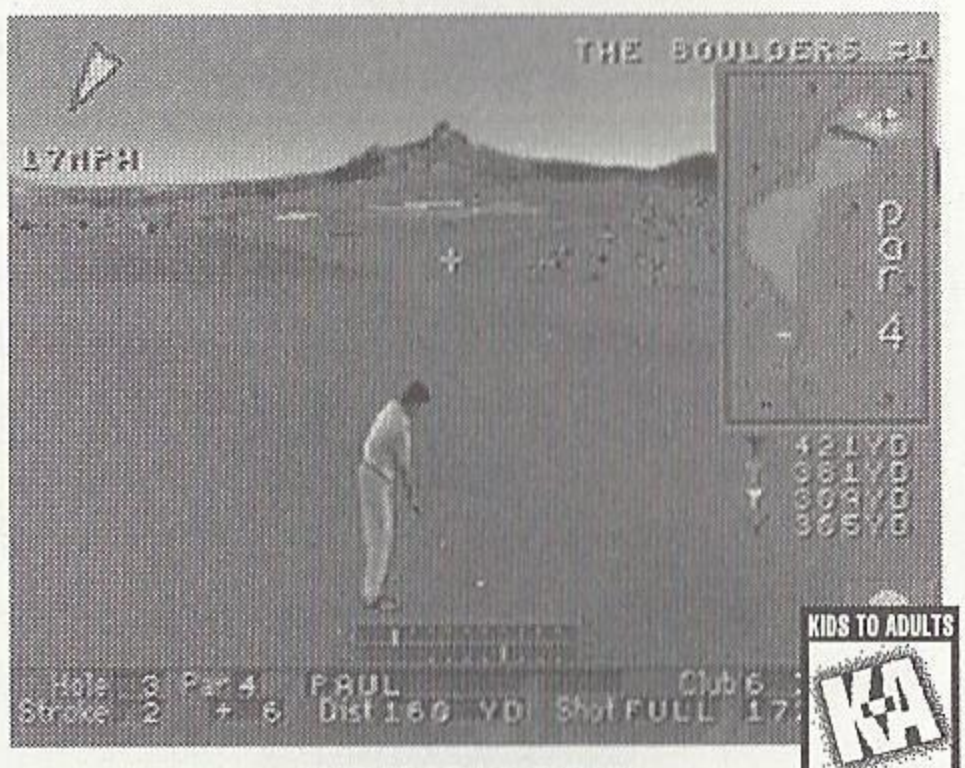

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